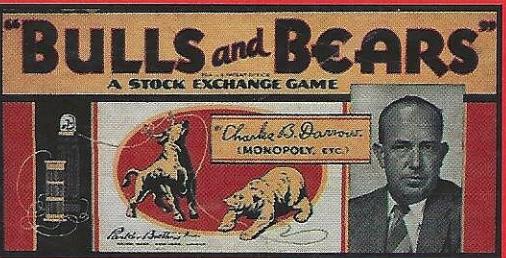
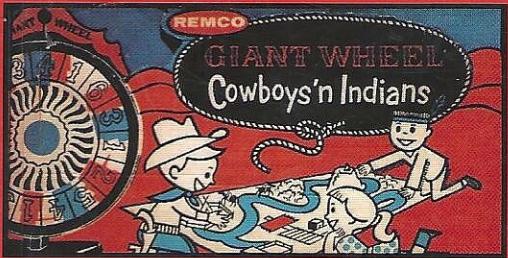
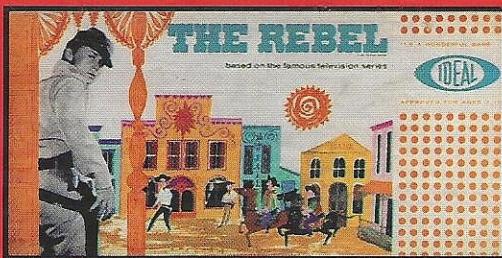
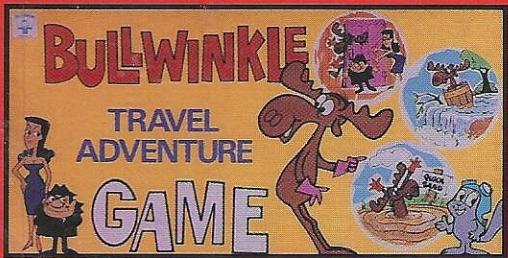
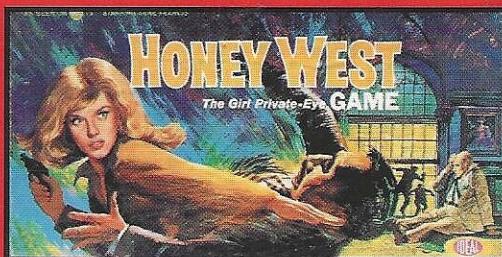


# MORE BOARD GAMES

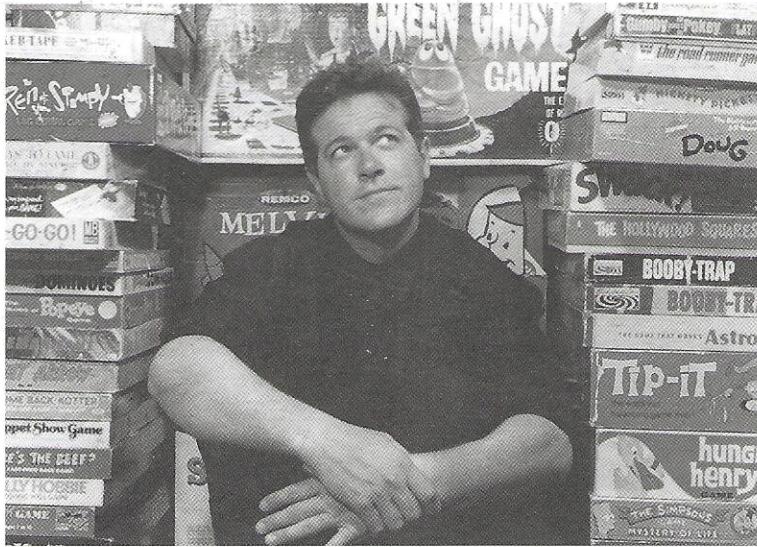
Desi Scarpone



With Price Guide

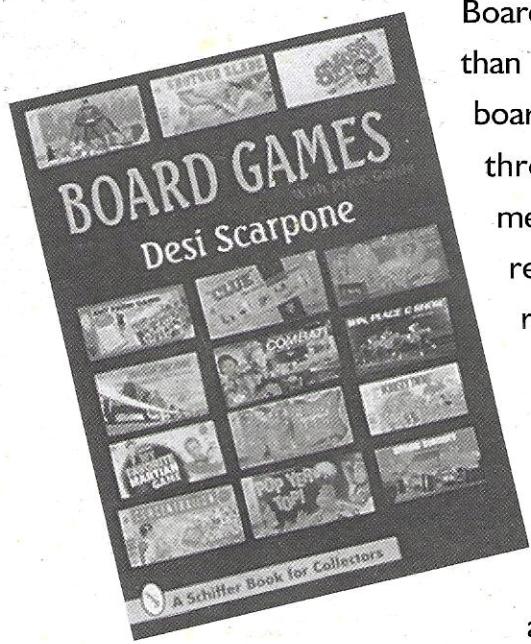


A Schiffer Book for Collectors



Desi Scarpone works in the Entertainment Industry in California.

As long as he can remember, Desi has enjoyed collecting the things he admires. He currently has an extensive collection of phonograph records, vintage toys, ceramic objects, books, Christmas decorations, monster models, classic cars, Rock memorabilia, and ... oh, yes ... *Board Games*.



Board games have been a part of America for more than 150 years. 1475 color photographs of individual board games are presented here from the 1940s through the 1980s along with interesting text, memorabilia and period advertising for them. They reflect the political, social, and recreational mores of the society and are an entertaining and enlightening record of the country's growth as a nation. The man who invented the game COOTIE is featured along with his many other game inventions.

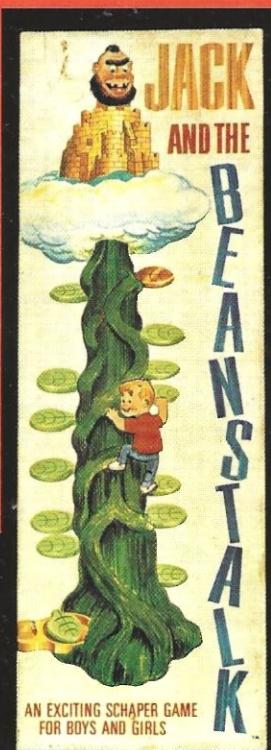
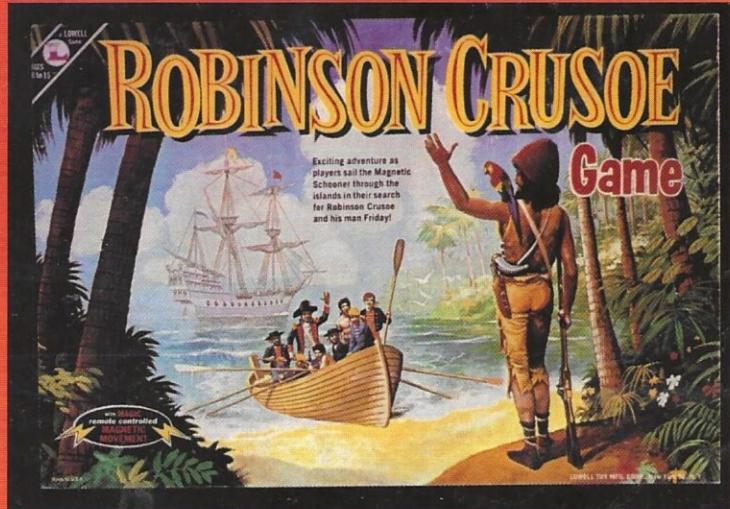
These colorful gameboards, packaging and game pieces have become fascinating to collectors today. The prices accompanying each photo reflect the current market. *Board Games* is a visual delight which toy dealers, collectors and past players all will enjoy and cherish.

Size: 8 1/2" x 11" 1529 color photos Price Guide 160pp.

ISBN: 0-88740-725-0 soft cover \$29.95

# More Board Games

Desi Scarpone



4880 Lower Valley Road, Atglen, PA 19310 USA

## Dedication

To my family, for providing me with the happy times growing up, and for Tommy, who reminded me of them.



## Disclaimer

The prices listed for games in this book are estimates based on the author's personal experience. They are formatted from a variety of sources including swap meets, game lists, auction catalogs, toy shows, collectible conventions, and the Internet. There are many different factors that contribute to a Seller's asking price but only one factor that determines what a game is worth: what the Buyer is willing to pay. With that in mind, neither the author nor the publisher can be held responsible for any fiscal losses that occur through the use of this book in the purchase or sale of games.

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Printed in China  
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## For More Information on Board Games

You can check out these Internet web sites...

**GAMES GONE BY** (my web page) [Http://www.Gamesgoneby.homepage.com](http://www.Gamesgoneby.homepage.com)  
**SID SACKSON WEBPAGE** [Http://www.webnoir.com/bob/sackson.htm](http://www.webnoir.com/bob/sackson.htm)  
**THE GAME SHOW HOME GAME HOME PAGE** [Http://www.usertdata.acd.net/ottenger/games.htm](http://www.usertdata.acd.net/ottenger/games.htm)  
**JEFF LOWE'S ExtravaGAMEza** [Http://www.ewtech.com/games](http://www.ewtech.com/games)

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## *Acknowledgments*

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Tom Fassbender, of Uglytown Productions, for unraveling the mystery of Milton Bradley's THE ICE CUBE GAME. To Michael Quinn, who shared his thoughts ... and some of his games for the REMCO INDUSTRIES section. Thanks go to Bob Claster, who allowed me into his home to photograph his huge, though precarious, board game collection, and who shared his thoughts and views. Bob has created a website on the internet that is a tribute to Sid Sackson, one of the premier game creators of all time. The site can be viewed at [Http://www.webnoir.com/bob/sackson.htm](http://www.webnoir.com/bob/sackson.htm) and is definitely worth a look. Thanks also go to Matt Ottinger, who was able to share many scarce game show board games from his personal collection, despite his arduous schedule. Matt also runs the best, and most complete, website on the subject of game show games in the world, entitled "THE GAME SHOW HOME GAME HOME PAGE". You can view it at [Http://www.userdata.acd.net/ottinger/games.htm](http://www.userdata.acd.net/ottinger/games.htm). Believe me, ANYTHING

you want to know about game show games can be found at Matt's entertaining site. I am indebted to Jeff Lowe for taking the time to share more of his incredible collection, for the second time. Jeff is also an excellent source for those collectors looking to purchase board games. His website, Jeff Lowe's ExtravaGAMEza, can be viewed at [Http://www.ewtech.com/games](http://www.ewtech.com/games). You can also Email him at Gamesguy1@aol.com or call him at (402) 592-8186. If he doesn't have what you're looking for in his huge inventory, he will find it for you. Special thanks are due for Rick Polizzi who, like Jeff, contributed greatly to my first book and now this one. Rick shared his expertise and opinions (each of which he has in abundance), and again allowed me unlimited access to his beautifully displayed collection. Many of the rare games in this book are his. Rick is the author of SPIN AGAIN (published by Chronicle Books 1991), and BABY BOOMER GAMES (published by Collector Books 1995), two fabulous books which no serious collector of board games should be without. You can write to him for back issues of his excellent game-related enterprise SPIN AGAIN MAGAZINE at his email address: Spinagain7@aol.com.

To all who have contributed to this book ... my thanks.

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## Introduction

Since the publication of my first book, I have heard from many people. Some of them are looking for games, others just want to share their experiences with board games while growing up. But among these letters, a common theme has developed: many find the board games of today lacking in some respects. I hear from countless parents who want their children to experience the same joy they did while growing up, so they go to their local toy store and buy their kids a game like CANDYLAND. "But," they lament, "it's not the same, even though it plays the same. It's ... different somehow." What is the missing ingredient? I believe it's the artwork. Half of our experience comes from the innocent, often beautiful art that adorns the covers of so many board games. The original cover art to CANDYLAND, with its quaintly dressed children not quite sure what to make of the talking gingerbread man and his candy house, is comforting and reassuring. It reminds us of a time and place when things were simpler, and the artwork reflects it. The sheer happiness on the plastic face of SPUDSIE, THE HOT POTATO assures us of a smile no matter how we're feeling, while ANY of the covers of early Cadaco-Ellis games, like RED HERRING or OLD MOTHER HUBBARD, are sure to delight and amuse us. Some games, like RANGER RICK AND THE GREAT FOREST FIRE have a cover that can only be described as breathtaking. Game play is important too; but, you're much more likely to buy a bad game with a good cover than a good game with a bad cover.

Many games today utilize photo covers, mainly because it is often cheaper than hiring an artist to paint a cover. The result is often stark and unappealing. Board games are a form of escapist entertainment, and having the contents presented unadorned often results in the game not being shown to its best advantage. Not that game makers have to lie (after all, there are Truth in Advertising laws), but a little fantasy

doesn't hurt. There are splendid painted covers nowadays, and many of them DO hark back to a drawing style reminiscent of vintage board games (what does THAT say?), but the majority are unimaginative renderings that do little to make the consumer feel comfortable, reassured, or happy. Having said this, it is entirely possible that the children of the 1990s, like all generations before them, will become nostalgic for the games of their youth.

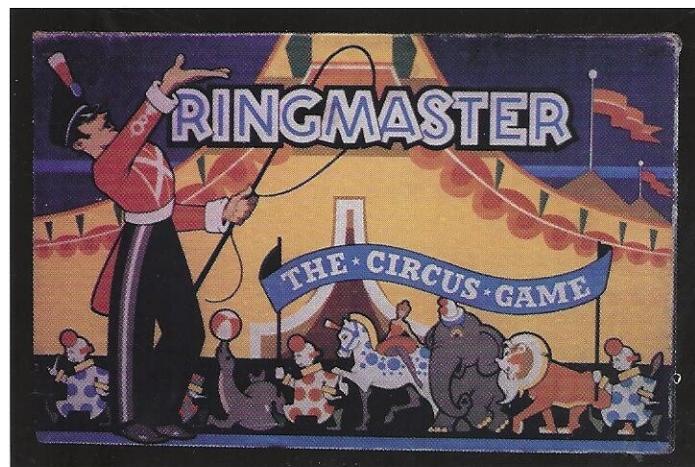
In the end, games stay with us. They have been amusing, delighting, and, yes, inspiring us for over 150 years. We grow up with games, we learn from games, we teach with games. They touch us on a deep emotional level that we do not often realize, like so many things, until we no longer have them. Board games have given us a lot, and we respond to that gift by cherishing and treasuring them as much as we can.

### *Using This Book*

More Board Games is an excellent reference guide for the veteran collector, eager neophyte, or curious newcomer. Over one thousand different games are shown (many in detail). The wide range of subject matter covered is certain to inform, entertain, and delight the reader.

In addition, *Board Games*, my first book by Schiffer Publishing, is a splendid companion to this volume. It also has over one thousand photos. The chapter headings in this volume correspond to those in that previous work. In some instances, you will see references in this book to items from that text, since there are many relationships to games from that initial foray.

Together, these two books make formidable tools. Individually, each book stands alone well, with valuable information for the beginning, intermediate, and advanced collector alike.



## Determining values

---

The value of board games has become increasingly arbitrary. Condition, rarity, location, cover art, and current market trends should be considered when buying or selling, but sometimes emotion is the only criteria. Separating your feelings from the deal is difficult, but it may save you money, whether you are the buyer or the seller.

The value ranges given in this book are for games that are from Very Good to Very Fine condition, meaning games ranging from those that may be missing a part or two—and have been used (but not abused), to games that are absolutely complete and look as if they have hardly been played with. Games that are still sealed in their original plastic wrapping are usually worth much more than stated, and games that look like they've been through a wringer and are missing essential pieces are worth far less.

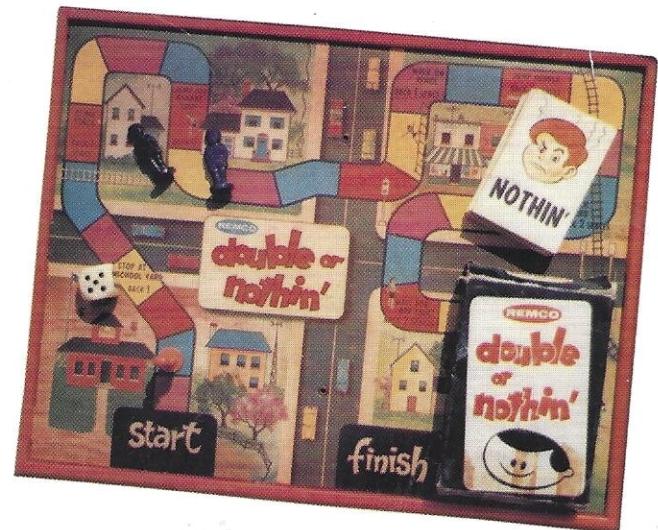
Prices for Collectibles in general, and Board Games specifically, have been affected by a growing phenomenon: The Internet. Whether you love it or hate it, there can be no denying the impact it has made. The question is, how do you realistically measure an item's intrinsic value when so many new variables have been introduced. Not only have many more common and obscure games been brought to light, but the sheer numbers of collectors (and non-collectors) desiring them has grown tremendously, fueled in part because of another resurgence of interest in Baby Boomer Collectibles, and in part by ease of access.

EVERYONE has access to a computer, and can log on to a myriad of Web Sites that buy, sell or auction board games.

With this giant wave of humanity sweeping cyberspace, it has become increasingly difficult to determine what might be a legitimate new value, or what is simply spur-of-the-moment "internet" fever. For example, on one auction website, I witnessed the MASH TRIVIA GAME going for \$135, while a few inches down the screen, an identical game was going for \$5. Someone probably desperately needed the game for a gift of some kind, and—apparently without taking the time to check out similar listings—decided money was no object. This does not a new value make! However, some games, like Milton Bradley's MYSTERY DATE and DARK TOWER, have consistently been selling for hundreds of dollars. There seems to be no letup in the demand for these games, although they are by no means rare.

I still don't feel these prices are "real" (based on my experience); but, they have been realized enough times to say "this is now what this item is worth," for the present moment. The Internet is still in its infancy, and whole new sets of challenges to board game values are sure to emerge in the future.

Finding a pattern, a consistency in sales, is the key to separating the highs from the lows. Also remember that a price guide is just that: a "guide."

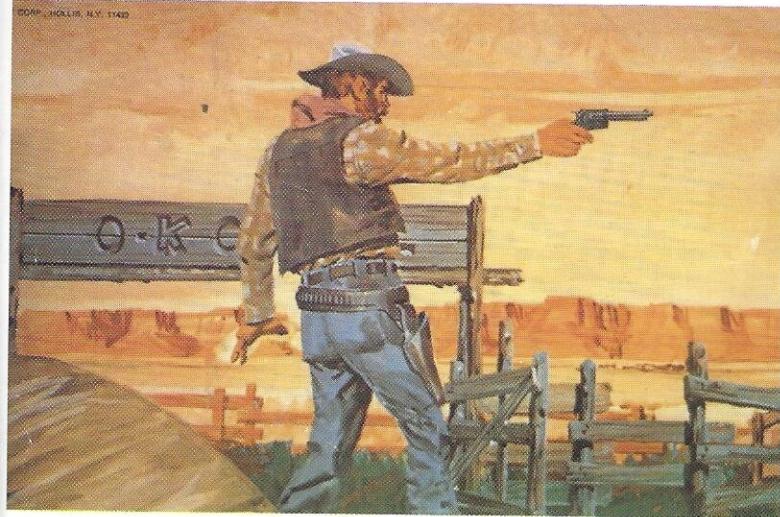


# Chapter One

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## Western and Military Games

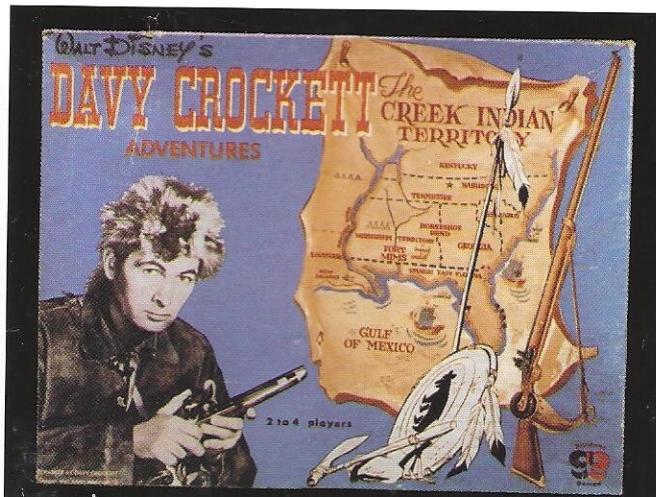
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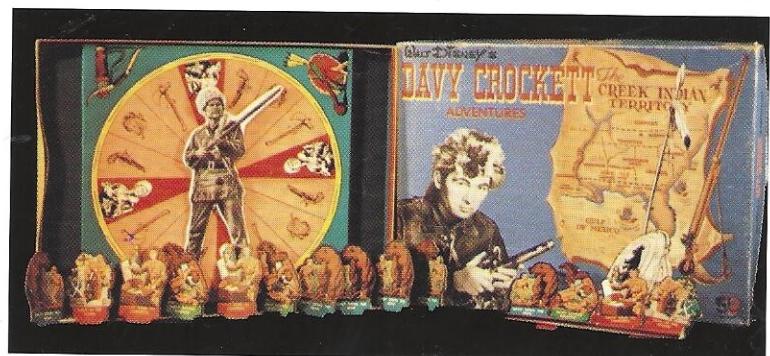
Who hasn't wanted to be a cowboy at some point while growing up? Games about the West were sporadic until the wide spread introduction of television in the 1950s, and then the floodgates opened. Personalities from Annie Oakley to Jesse James were immortalized in board games through the years, and but a small sample is represented here.

Military games have always been predominantly strategy games, whether commemorating or emulating wars and conflicts through-

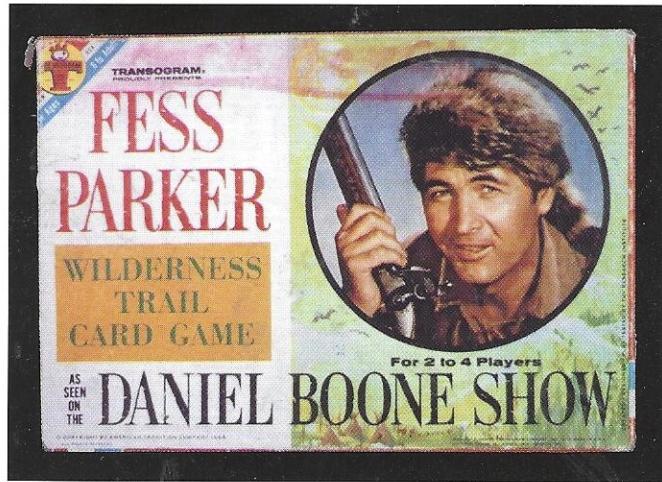
out history. Although in today's world it is considered anathema to glorify war, times used to be different. Games that taught about or reenacted famous campaigns were quite popular, and many a company's bread and butter. Games such as Toy Creations' 1942 SPOT-A-PLANE even provided a public service (they felt), helping players identify friendly and enemy aircraft in the event of an attack on American soil.



**WALT DISNEY'S DAVY CROCKETT ADVENTURES**  
Gardner Games 1956  
\$45 - \$65



**WALT DISNEY'S DAVY CROCKETT ADVENTURES**  
Gardner Games 1956  
Based on segments shown on ABC's DISNEYLAND TV show starring Fess Parker. Cool game includes large "Davy Crockett" spinner which pointed to colorful cards that players collected, such as "Davy battles Redstick" (an Indian), and "Davy grins the bear," whatever that means.

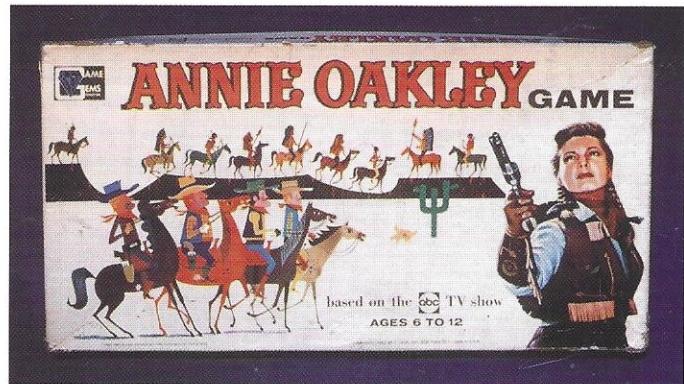


#### FESS PARKER WILDERNESS TRAIL CARD GAME

Transogram 1964

Fess Parker "as seen on the Daniel Boone Show." Simple card game similar to "CINDERELLA" game of same year.

\$25 - \$35



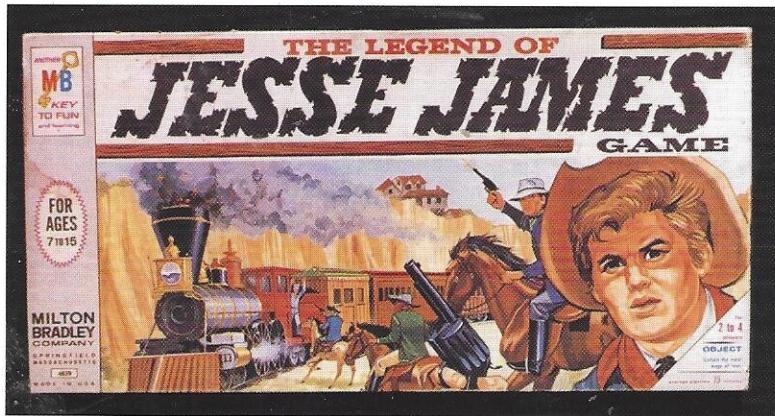
#### ANNIE OAKLEY

Game Gems 1965

Based on the ABC TV show starring Gail Davis. Was originally broadcast in the 1950s and is thought to be the first Western TV series to star a woman. More plastic cowboys and Indians.

Courtesy of Rick Polizzi

\$55 - \$75

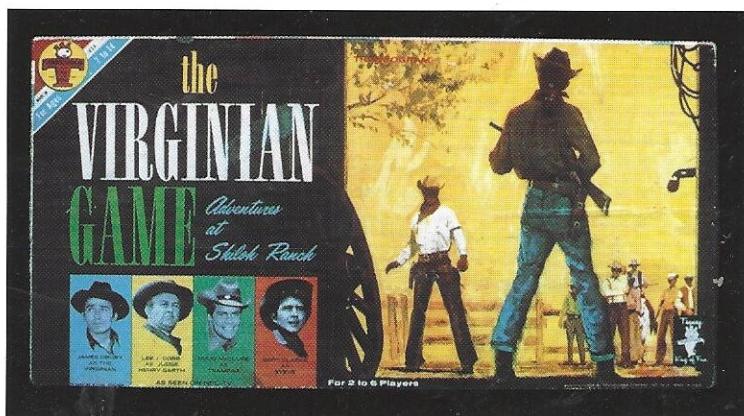


#### THE LEGEND OF JESSE JAMES

Milton Bradley 1966

Based on the movie.

\$35 - \$45



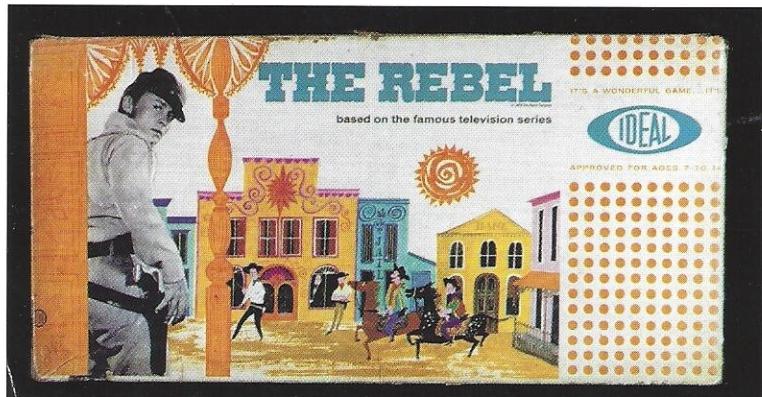
#### THE VIRGINIAN

Transogram 1962

"Adventures at Shiloh Ranch." Based on the NBC TV series starring James Drury as "the Virginian," along with Lee J. Cobb, Gary Clarke, and Doug McClure. Scarce game.

Courtesy of Rick Polizzi

\$75 - \$100



#### THE REBEL

Ideal 1961

Based on the ABC TV series starring Nick Adams.

Has neat plastic cowboys and Indians pieces.

\$45 - \$55

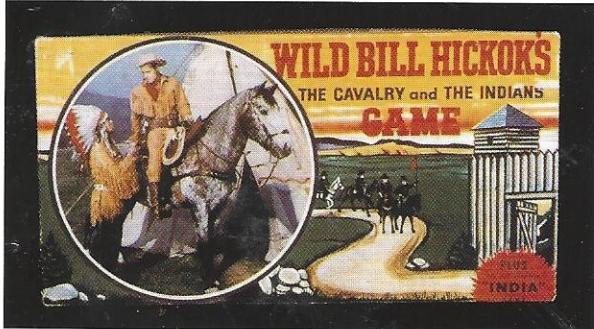


#### BUFFALO BILL JR'S CATTLE ROUND-UP

Built-Rite 1956

Based on TV series starring Dick Jones. Like all Built-Rite games, it is cheesy and insubstantial, and has unrelated "Horseshoe Derby Game" printed on reverse side of board. A recent flood of this game, and the WILD BILL HICKOK'S CAVALRY AND INDIANS GAME in mint unpunched condition, suggests a warehouse find and has lowered the price.

\$20- \$25

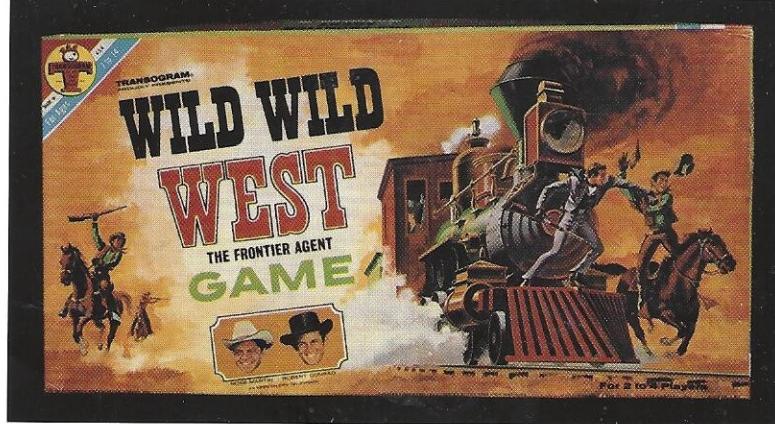


**WILD BILL HICKOK'S THE CAVALRY AND THE INDIANS GAME**

Built-Rite 1956

Based on the TV series starring Guy Madison.  
Reverse of board is "India" game.

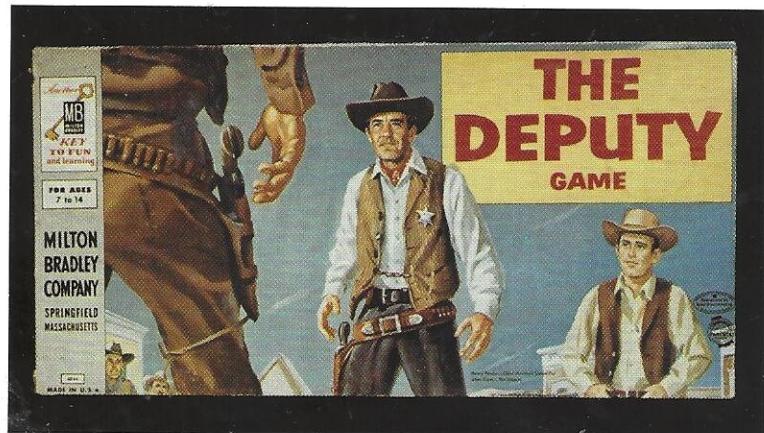
Courtesy of Rick Polizzi  
\$20 - \$25



**WILD, WILD WEST**

Transogram 1966

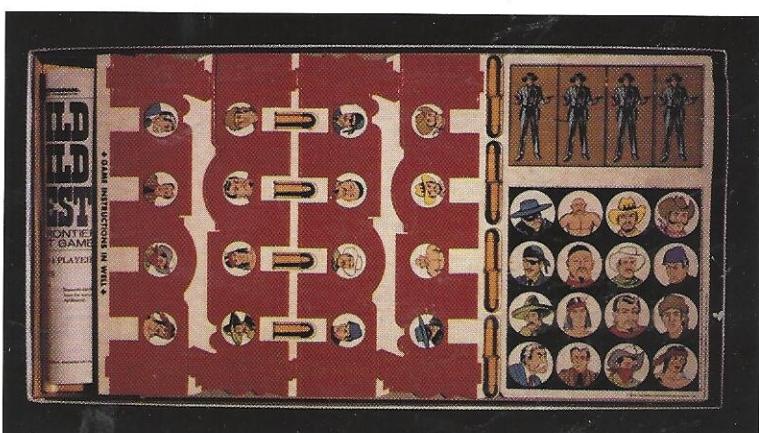
"The Frontier Agent Game." Based on the popular CBS TV series starring Robert Conrad and Ross Martin. Extremely scarce and highly sought after game.  
\$350 - \$550



**THE DEPUTY**

Milton Bradley 1960

Based on the TV series starring Henry Fonda. Came with cool metal badge to be worn by winner of game.  
\$35 - \$45



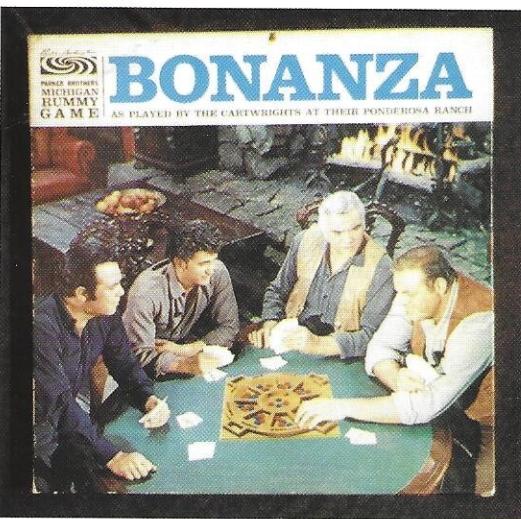
Inside of WILD, WILD WEST GAME.



**THE RESTLESS GUN**

Milton Bradley 1955

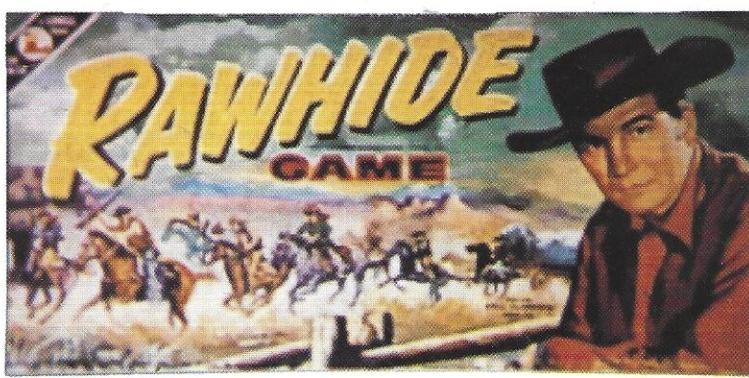
Based on NBC TV series starring John Payne. Game play and board is exactly the same as SHOTGUN SLADE (see first book).  
\$35 - \$45



**BONANZA**

Parker Brothers 1964

"As played by the Cartwrights at their Ponderosa Ranch." Michigan Rummy game. Loosely, to say the least, based on the NBC TV series starring Lorne Greene, Pernell Roberts, Dan Blocker, and Michael Landon that ran for 15 years. In fact, the only thing relating this to the Cartwrights is the badly superimposed game on the table on the cover.  
\$25



### RAWHIDE

Lowell 1960

Based on the CBS TV show starring Clint Eastwood and Eric Fleming. Game is sought after for the Clint Eastwood connection, but he does not appear on the cover.

\$75 - \$95



### REWARD

HAPPY HOUR 1958  
3-D Vacuformed game board, from same series as BILLIONAIRE and TICKY THE CLOWN CLOCK GAME (see first book). Another game that came with metal sheriff's badge.  
\$22 - \$30

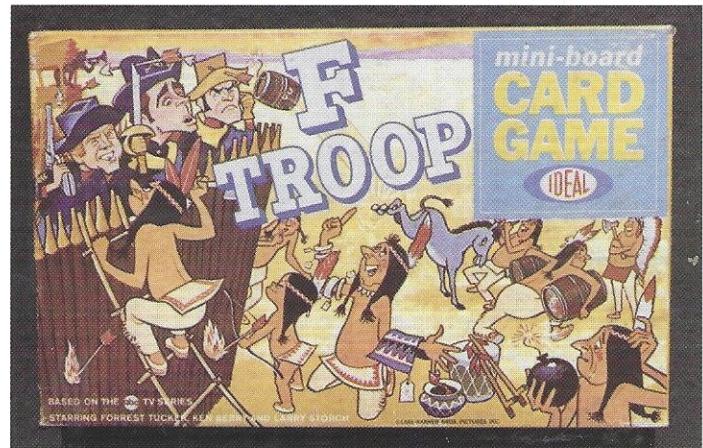


### THE ADVENTURES OF RIN-TIN-TIN

Transogram 1955

Based on ABC TV series starring Lee Aaker as Rusty and Rin-Tin-Tin, although box states the game is based on "TV, Radio, and Movies."

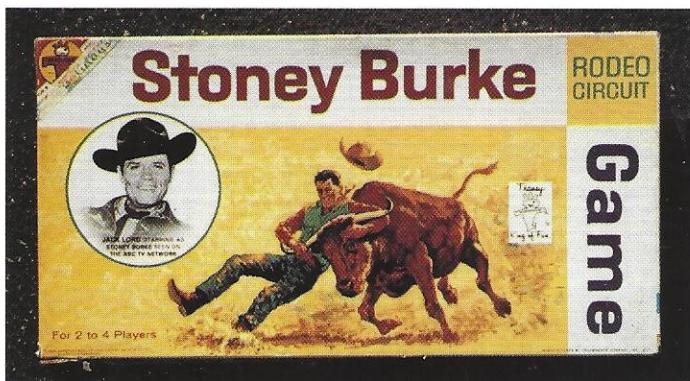
\$25 - \$35



### F TROOP

Ideal 1965

"Mini-Board Card Game." Based on the ABC TV series starring Forrest Tucker, Ken Berry and Larry Storch. From a series of small, simplistic "mini-board" games that Ideal put out that included I SPY, GET SMART, etc. (see first book).  
\$35 - \$45

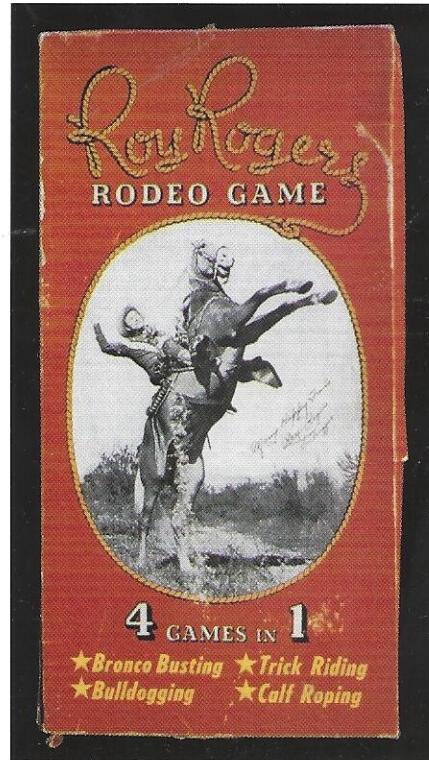


### STONEY BURKE

Transogram 1963

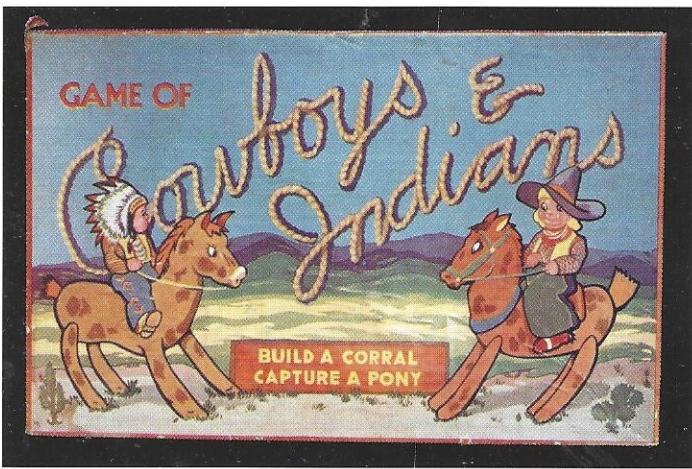
"Rodeo Circuit" game. Based on the ABC TV series starring Jack Lord (of HAWAII FIVE-0 fame). Players compete in four rodeo events.

\$50 - \$75



### ROY ROGERS RODEO GAME

The Rogden Company 1949  
Based on film and TV star Roy Rogers. Game has faux cover autograph of Roy Rogers and Trigger. His picture is in center of playing board. Plays similar to STONEY BURKE RODEO CIRCUIT GAME. However, the player who rolls the highest number on the dice at the beginning of the game gets to be "Roy." Rare game.  
\$125 - \$250

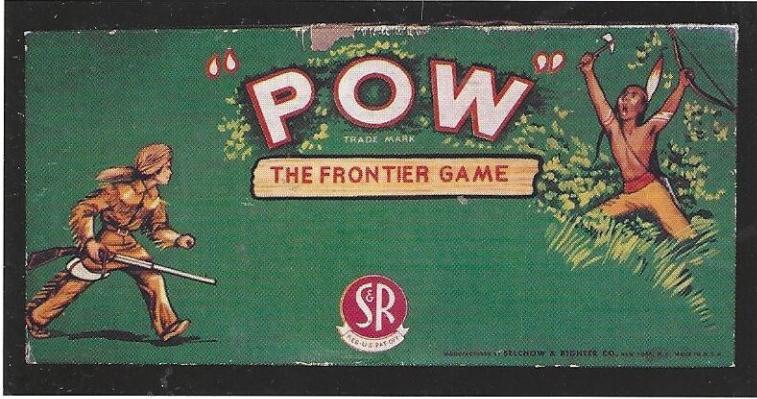


#### COWBOYS AND INDIANS

Sam'l Gabriel Sons & Co. 1940s

"Build a corral, Capture a pony." Pretty much says it all. Small wooden sticks were inserted into the box bottom game board to "build a corral."

\$20 - \$25



#### "POW"

Selchow & Righter 1955

"The Frontier Game." From a children's series that included BUZZ, WASHOUT, and WUFFLE TREE. Cowboy and Indian game that ends in a "Battle to the death when the last man on either side is killed."

\$15 - \$22

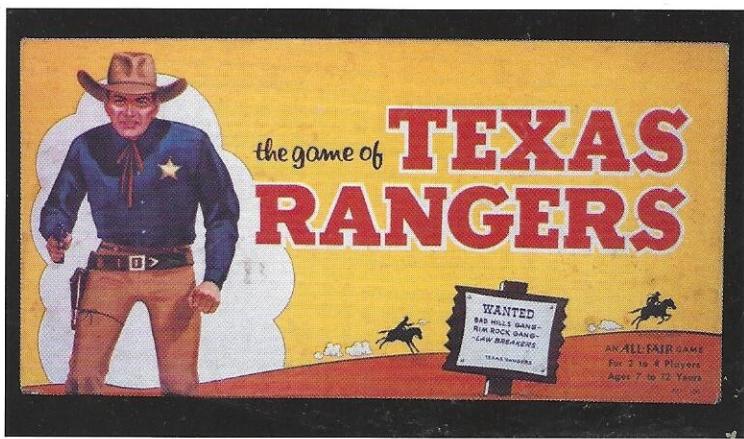


#### LITTLE CHIEF

Whitman 1960s

Came with neat paper headdresses.

\$15

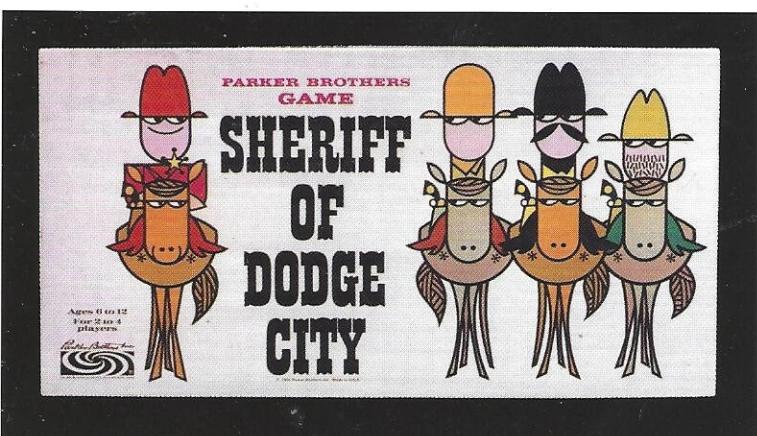


#### TEXAS RANGERS

All-Fair 1950s

Identical game (with similar cover) to All-Fair's 1956 game JACE PEARSON'S TALES OF THE TEXAS RANGERS (see first book). It's not clear which version came first.

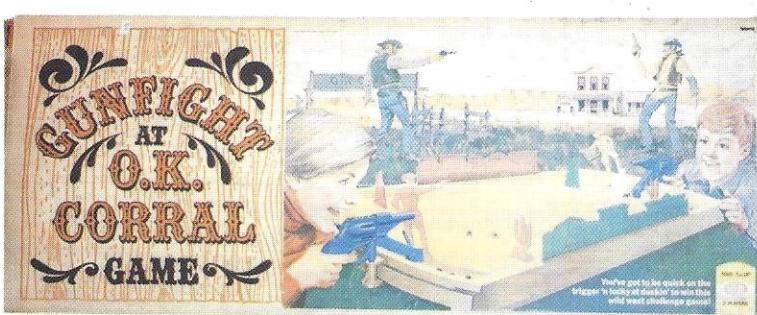
\$25 - \$35



#### SHERIFF OF DODGE CITY

Parker Brothers 1966

\$15 - \$20



#### GUNFIGHT AT O.K. CORRAL

Ideal 1973

Large game in which players shoot at each other with ball-bearing firing guns. If your cowboy is hit, he pops off.

\$25 - \$35



#### SEA RAIDER

Parker Brothers 1940s

"An exciting new game for young admirals." Included metal ships.

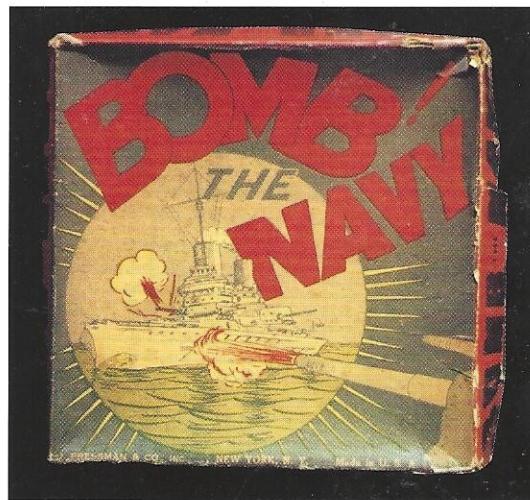
\$40 - \$50



### DOVER PATROL

H.P. Gibson and Sons 1940s

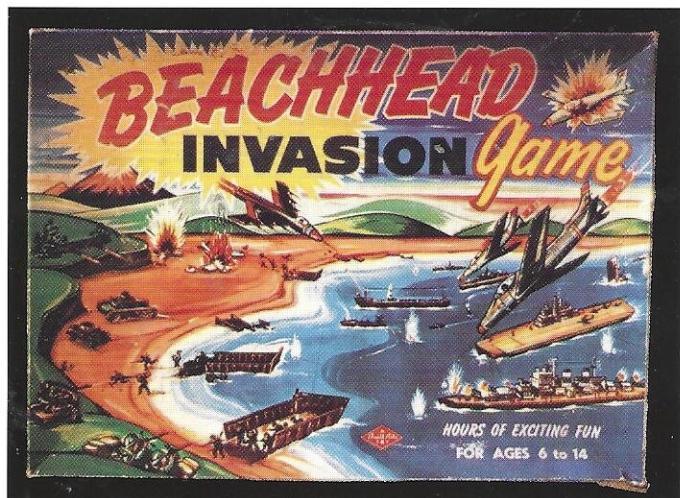
"Or Naval Tactics." English game that included 80 ships on small metal stands.  
\$40 - \$55



### BOMB THE NAVY

J. Pressman & Co. 1940

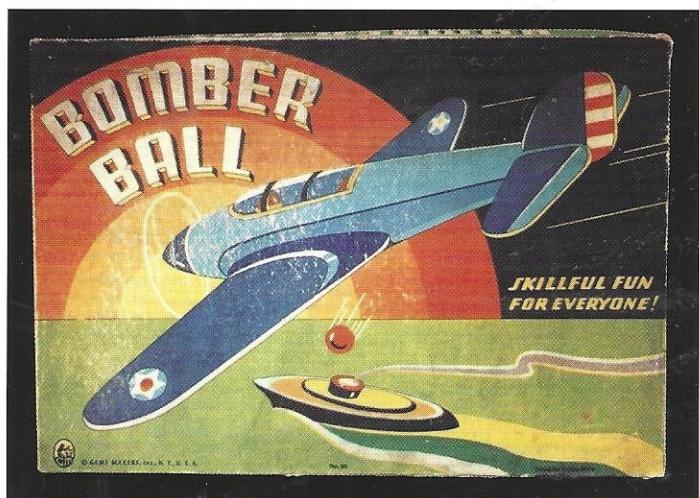
Thin cardboard game includes five cardboard ships with stands. You roll glass marbles and try to knock over ships.  
\$30 - \$45



### BEACHHEAD INVASION

Built-Rite 1950s

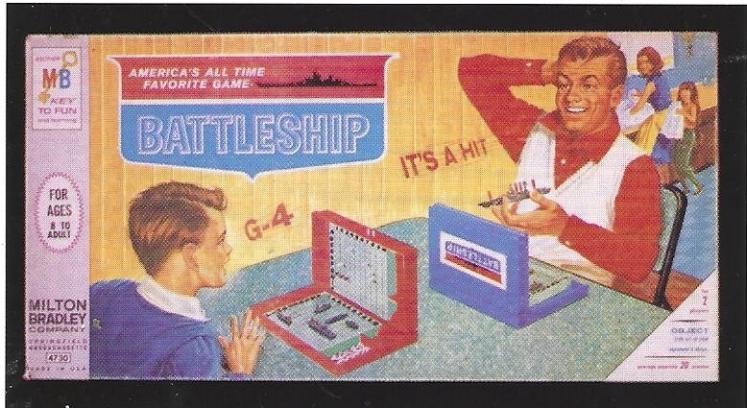
Simple, but very large game. Unusual for this company.  
\$35 - \$45



### BOMBER BALL

Game Makers 1943

Cool skill and action game where "bombs" are dropped from cardboard airplane onto cardboard ship below.  
\$40 - \$60



### BATTLESHIP

Milton Bradley 1967

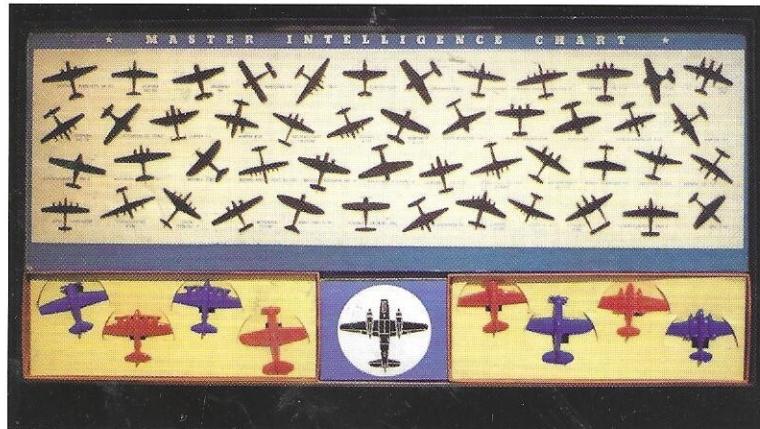
Original version of classic game (see first book for other versions). This cover is remembered by many as version where "the women" wash dishes in the kitchen while "the men" play war in the living room.  
\$15 - \$20



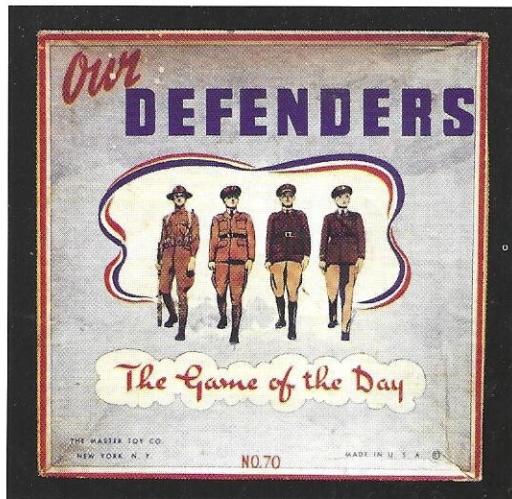
### SPOT-A-PLANE

Toy Creations 1942

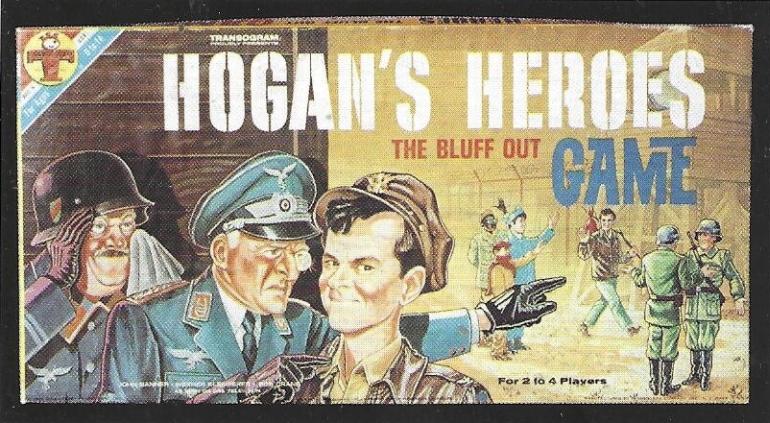
2nd Edition. Eight different neat plastic planes are used in this "identification" game.  
\$35 - \$45



Inside of SPOT-A-PLANE.

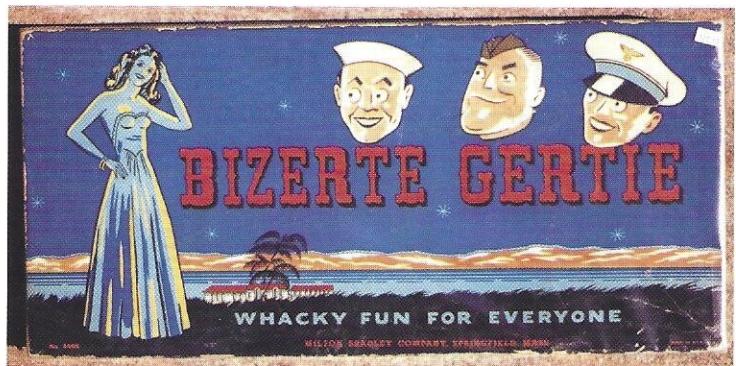


**OUR DEFENDERS**  
Master Toy Co. 1944  
Assembly of four small puzzles of different  
soldiers is determined  
by spinner. Scarce.  
\$75 - \$100



### HOGAN'S HEROES

Transogram 1966  
\$125 - \$150



### BIZERTE GERTIE

Milton Bradley 1944  
Rare wartime game involves soldiers trying to "meet and date exotic maids waiting in the park and stroll with them on the moonlit beach," such as Bizerte Gertie, Sally from Bali, and New Guinea Minnie. Loser gets stuck with "Alice the Hound Dog."  
\$100 - \$125



### HOGAN'S HEROES

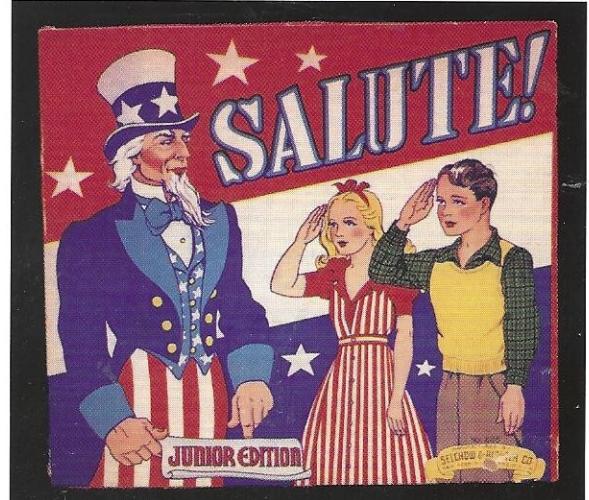
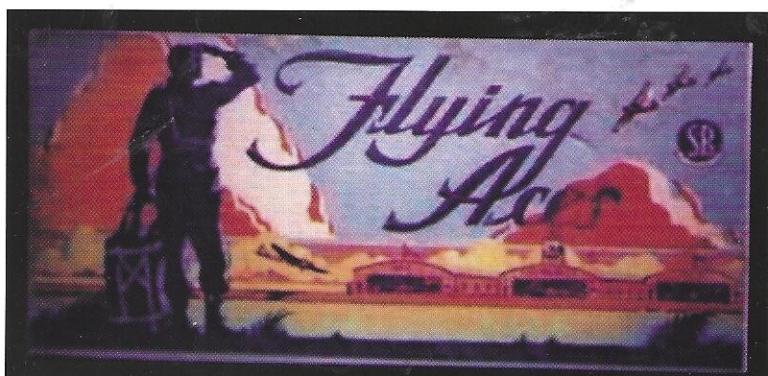
Transogram 1966  
"The Bluff Out Game." Based on CBS TV series starring Bob Crane. Scarce game has four different "Hogans" trying to collect Money, Passport and Map cards, to smuggle a prisoner out of the camp. Moves are determined by "color cards" which are selected by reaching into the "Hogan's Heroes Duffle Bag."

Above right:

**FLYING ACES**  
Selchow & Righter 1940s  
Metal airplanes.  
\$50 - \$75

Right:

**SALUTE!**  
Selchow & Righter 1942  
Junior Edition. Patriotic game where at intervals players jump up and "salute" the 48 star flag that's included. A large box edition exists (see first book).  
\$50 - \$75



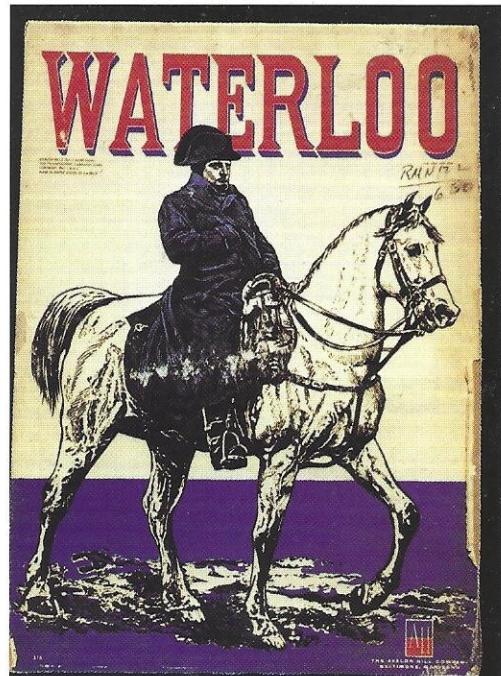


#### THE JEEP BOARD

George S. Carrington Co. 1943

Small game pack given to soldiers included 15 games and 10 puzzles. The board had a cloth device that enabled the soldier to tie the game to his leg so it wouldn't fall. A version by E.S. Lowe exists, valued at \$20 - \$30.

\$25 - \$40

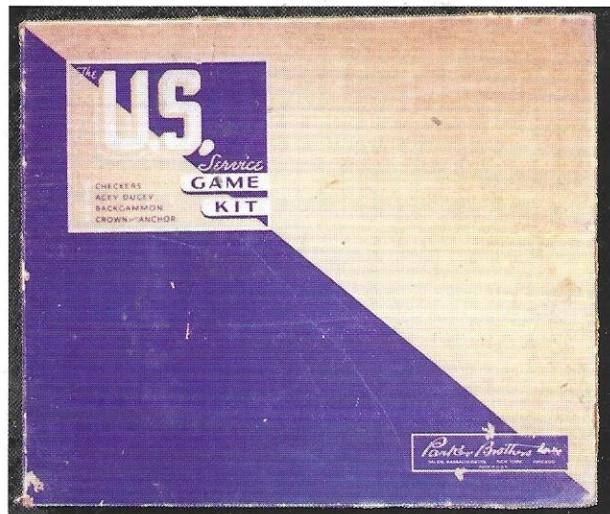


#### WATERLOO

Avalon Hill 1962

Very large version of Napoleonic Campaign strategy game.

\$40 - \$60

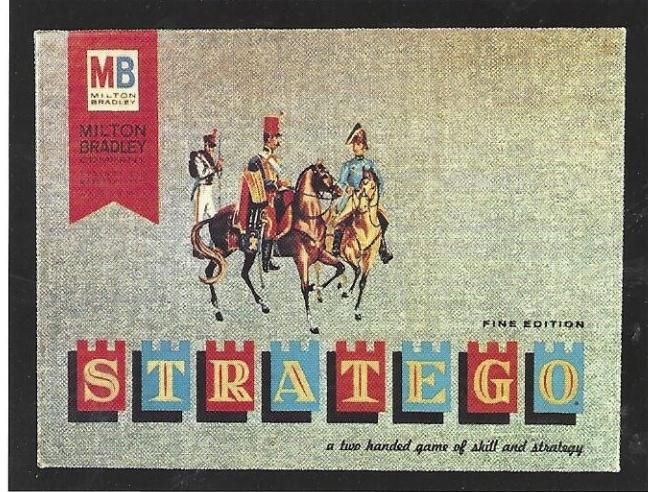


#### U.S. SERVICE GAME KIT

Parker Brothers 1940s

Military issue of common games (checkers, backgammon, etc.).

\$25 - \$35

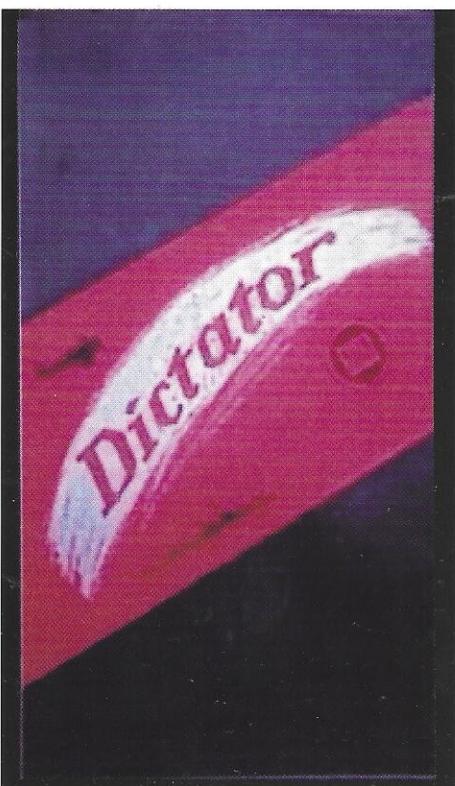


#### STRATEGO

Milton Bradley 1961

Scarce "Fine Edition" of classic two handed military game (see first book for other editions).

\$25 - \$30



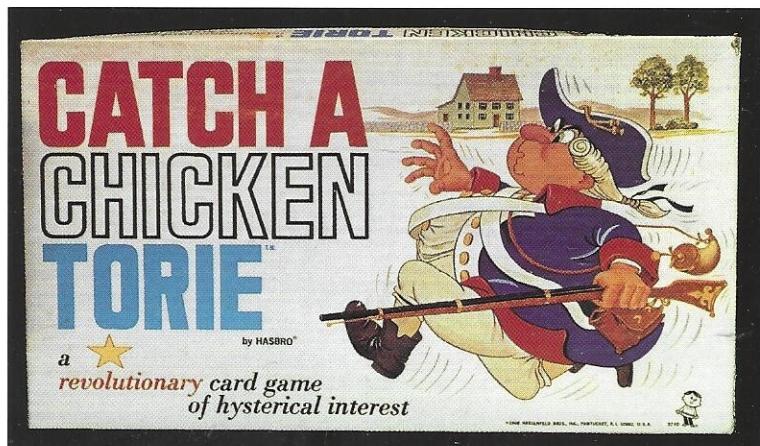
#### DICTATOR

Waltham Industries 1939

Very rare game in which players use economic and military powers to take over countries. Tons of pieces.

Great Grand Daddy of RISK.

\$500 - \$600

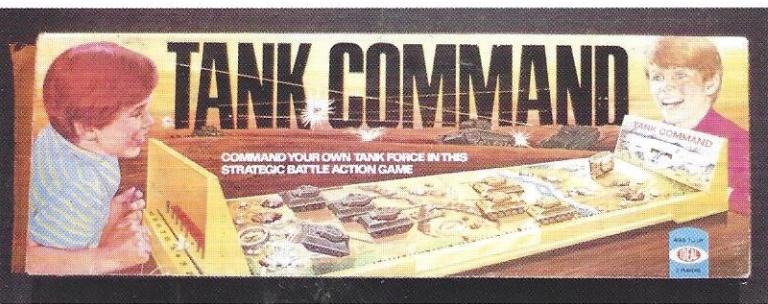


#### CATCH A CHICKEN TORIE

Hasbro 1968

Revolutionary War theme. Ties with HEY PA! THERE'S A GOAT ON THE ROOF for the worst title of a board game.

\$22

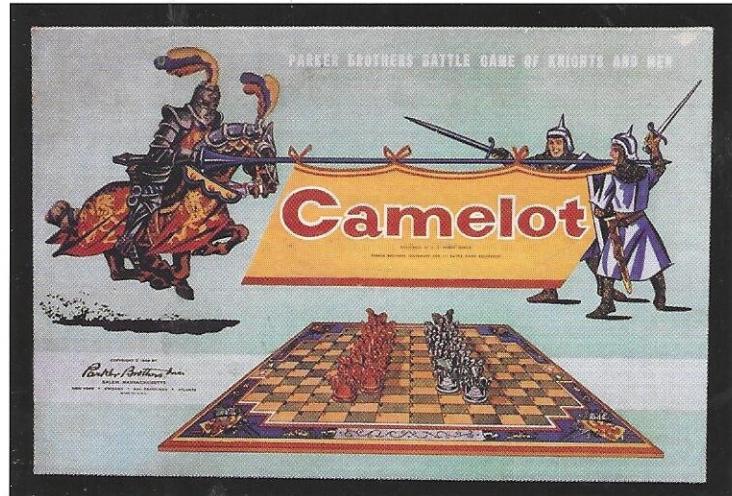


### TANK COMMAND

Ideal 1975

Large, super cool two player game involves manipulating under-the-board strings to blast your opponents plastic tanks.

\$25 - \$35

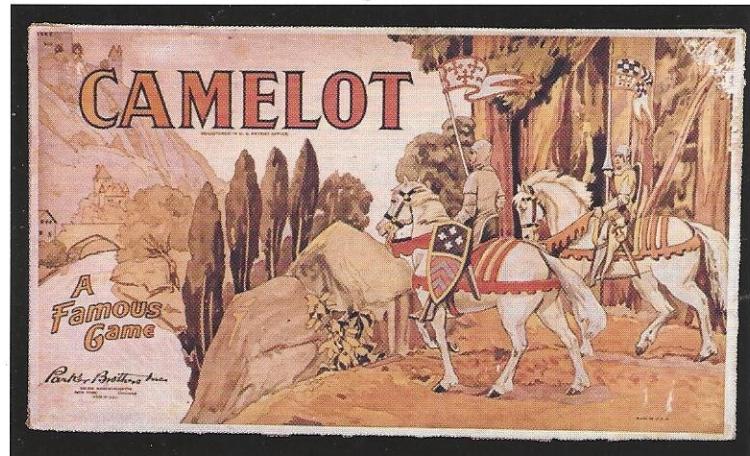


### CAMELOT

Parker Brothers 1958

Yet another version of Parker Brother's classic game (see first book for other versions).

\$25 - \$30



### CAMELOT

Parker Brothers 1930

Beautiful cover painting of knights on this early version of 'A Famous Game.'

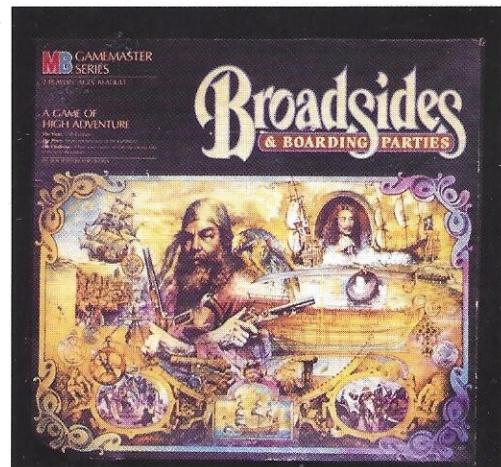
\$40 - \$60

### PIRATES OF THE BARBARY COAST

1930s

"Stop the Corsairs, Get to Port Safely." Metal Ships.  
\$55 - \$75

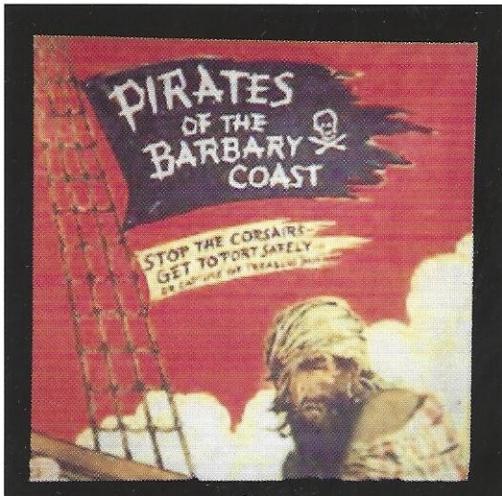
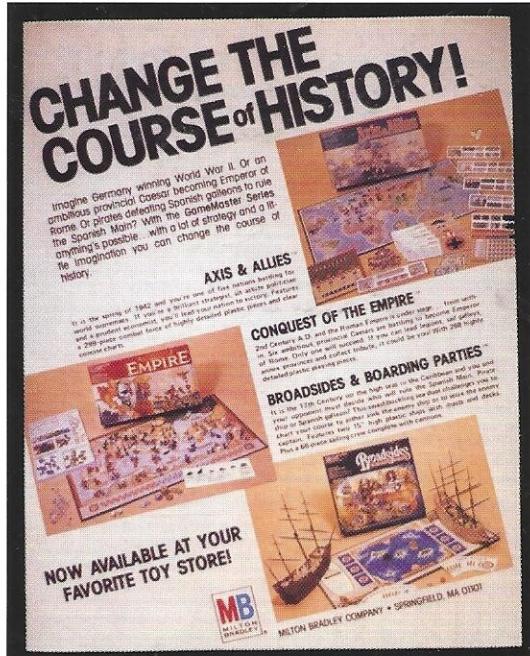
Right and below:  
**BROADSIDES & BOARDING PARTIES**  
Milton Bradley 1984  
\$75 - \$100

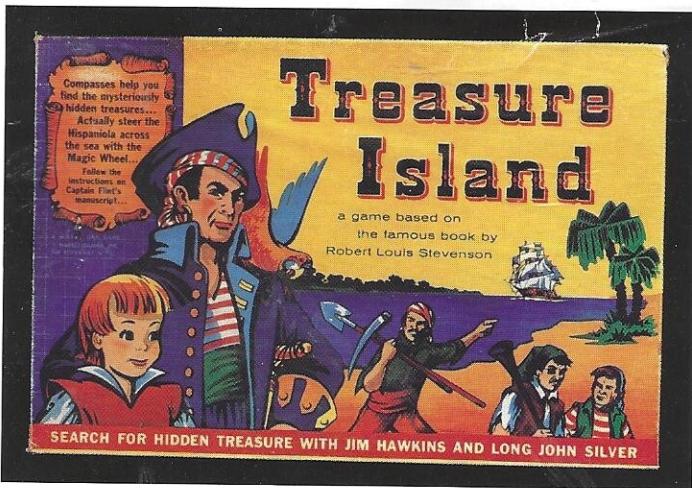


### BROADSIDES & BOARDING PARTIES

Milton Bradley 1984

From the "Gamemaster Series" that included CONQUEST OF THE EMPIRE, AXIS & ALLIES, and FORTRESS AMERICA (see first book). Players tried to either sink the enemy ship or capture the captain in this exciting game set in the 17th Century in the Caribbean. Featured two 15" tall plastic ships and 66 sailors, with cannons.





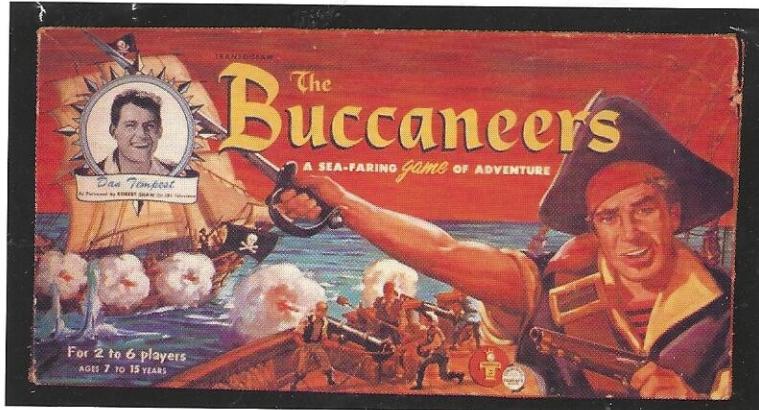
### TREASURE ISLAND

Harett-Gilmar 1955

Fantastic game "based on the famous book by Robert Louis Stevenson." Players steer a metal Hispaniola (controlled by magnets under the board) across a cardboard sea, using 2 metal compasses to search for treasure. The game came in a large and small size box.  
\$45 - \$75



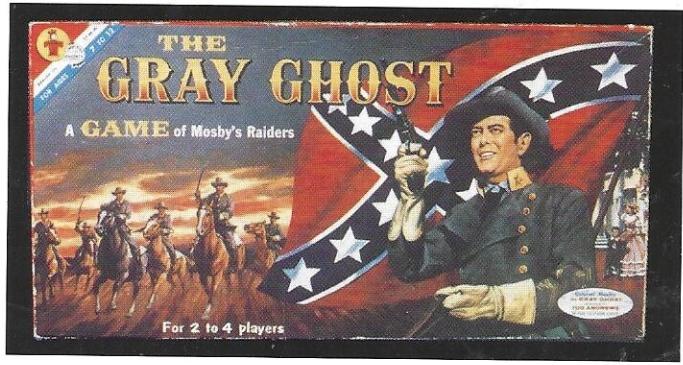
TREASURE ISLAND Game Pieces.



### THE BUCCANEERS

Transogram 1962

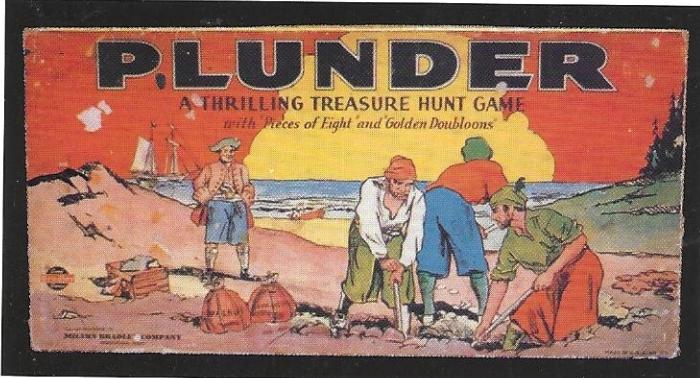
"A Sea-Faring game of adventure." Based on the CBS TV series starring Robert Shaw (of JAWS fame).  
\$35 - \$45



### THE GRAY GHOST

Transogram 1958

"A Game of Mosby's Raiders." Based on the CBS TV show about Confederate soldiers in the Civil War starring Tod Andrews.  
Courtesy of Rick Polizzi  
\$35 - \$45



### PLUNDER

Milton Bradley 1939

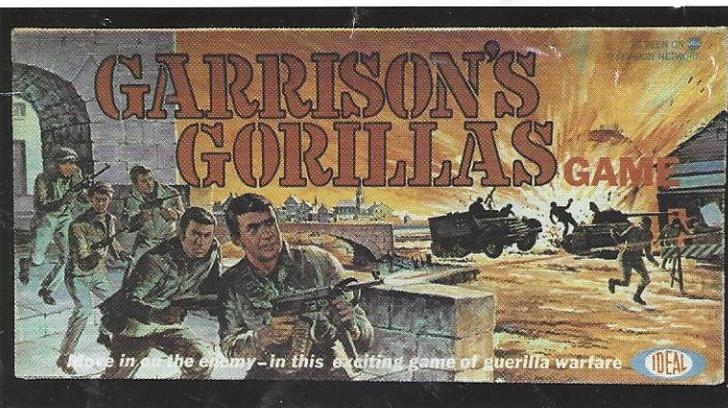
"A Thrilling Treasure Hunt Game with Pieces of Eight and Golden Doubloons."  
\$30 - \$45



### THE LIEUTENANT

Transogram 1963

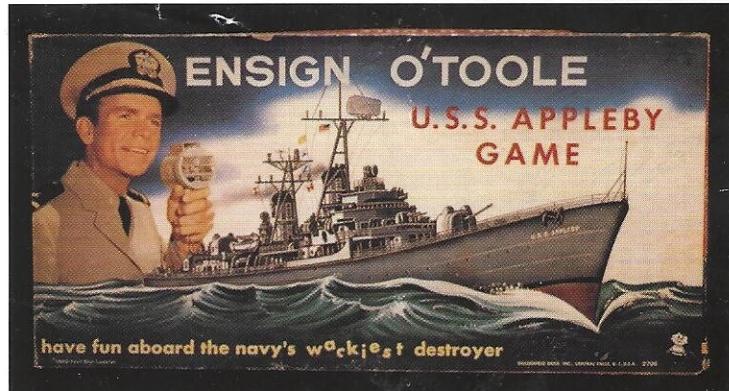
"Combat Town Game." Scarce game based on the TV series about U.S. Marines starring Keir Dullea.  
Courtesy of Rick Polizzi  
\$75 - \$125



### GARRISON'S GORILLAS

Ideal 1967

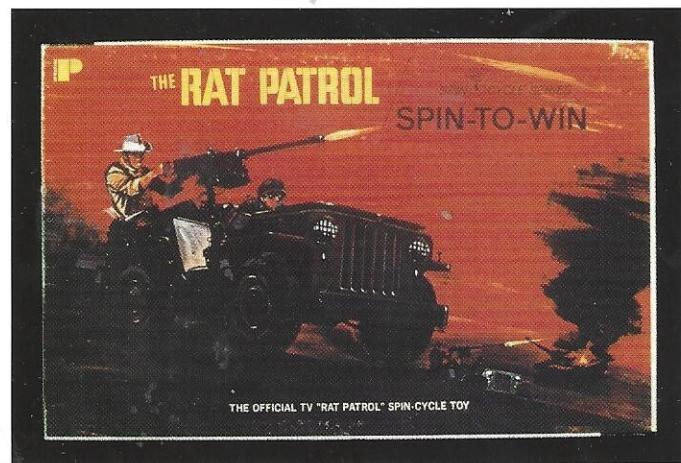
Based on the ABC TV series starring Ron Harper (which was a rip-off of the film THE DIRTY DOZEN). Kind of the forerunner of THE A-TEAM.  
\$55 - \$75



### ENSIGN O'TOOLE U.S.S. APPLEBY GAME

Hasbro 1963

Based on the TV Show.  
\$30 - \$40

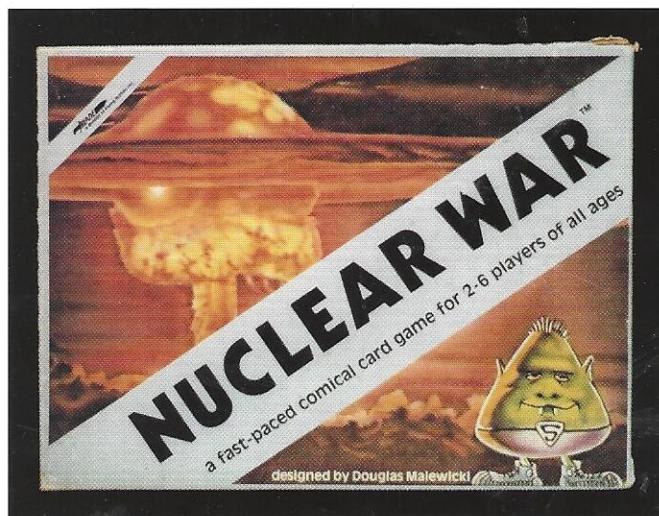


### THE RAT PATROL SPIN-TO-WIN

Pressman 1967

From the "Spin Cycle" series of games which included THE TIME TUNNEL, SUPERMAN, THE LONE RANGER, and others. Games involved spinning a top and manipulating it into scores holes on the board. Based on the ABC TV show starring Christopher George. A game by Transogram was also available (see first book).

Courtesy of Rick Polizzi  
\$40 - \$50



### NUCLEAR WAR

Blade 1973

Uplifting card game. Reproduction of original 1965 game by Douglas Malewicki.  
\$15 - \$20



### NO TIME FOR SERGEANTS

Ideal 1964

Based on the ABC TV series starring Sammy Jackson. Clone of GOMER PYLE.  
\$30 - \$45

## Chapter Two

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### Business, Bookshelf and Sports Games

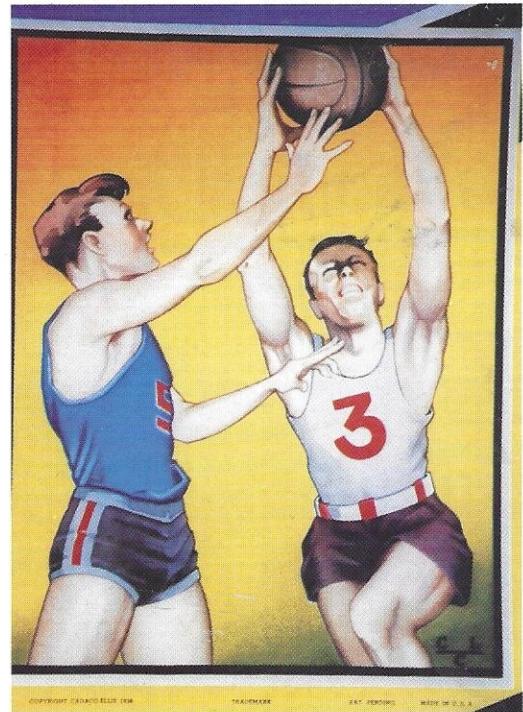
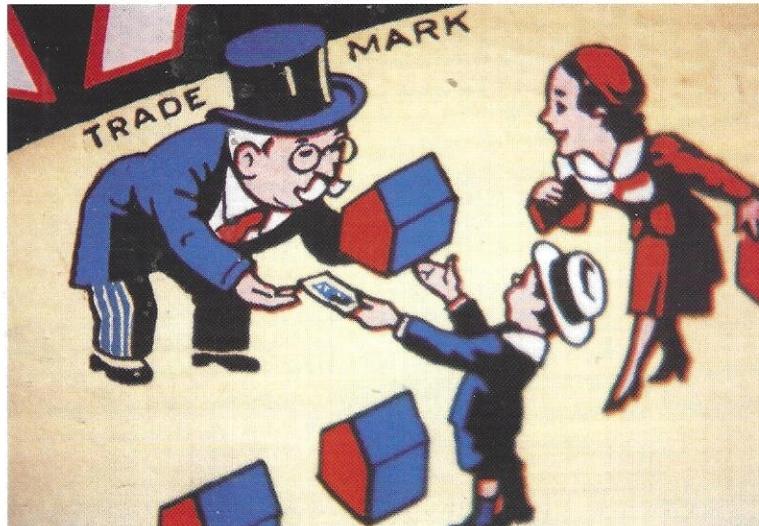
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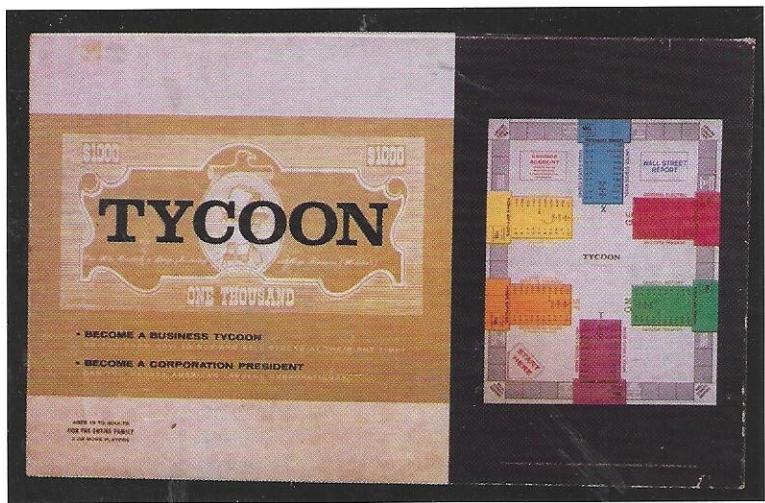
Everyone loves to make money, and board games catering to that primal urge have been around from very early on. From old standards like MONOPOLY and EASY MONEY to later variations such as CARTEL and THE AMERICAN DREAM, players have been given countless opportunities to display their business acumen. Remember, like it or not, money makes the world go round.

Bookshelf games are a unique variety of board game that blossomed during the 1960s and early 1970s. In most cases, a standard size game has been jammed into an 8 1/2" x 12" "book." The contents slide out of the slip cover box, and the game's name is printed on the

spine of the exterior box. Put them on a shelf and they look like books. 3M was the leader in this field, along with Hasbro, Dynamic (Reiss) and Avalon Hill. 3M games have a strong following among collectors who value the game play as well as the odd sizes and shapes the games sometimes came in. In addition, rarities like JATI, a game that was never officially released, command high prices.

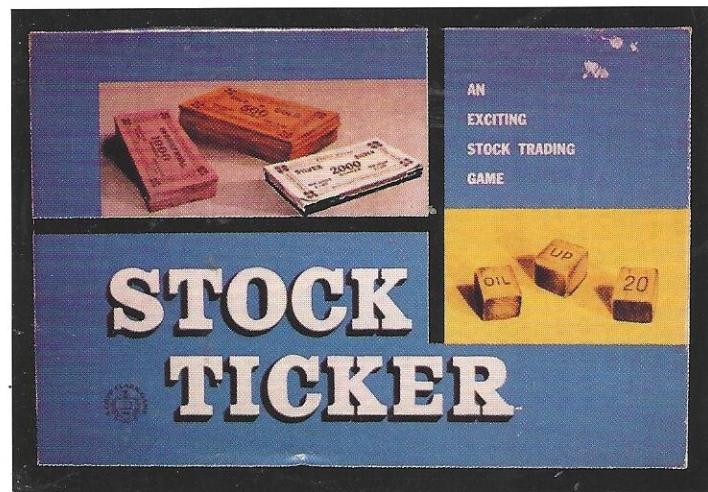
Board games about sports, or games emulating sports play, have always been enormously popular and, for the most part, valuable. The popularity of sports in today's culture has produced a whole class of sports collectors. Many of these enthusiasts cross over into board games. Games that have any connection to historic figures, such as BABE RUTH BASEBALL or JOHNNY UNITAS FOOTBALL, are highly sought after. On the other hand, because of the sheer number of sports games made over the years, many types and styles exist that are collectible, fun to play, AND affordable.





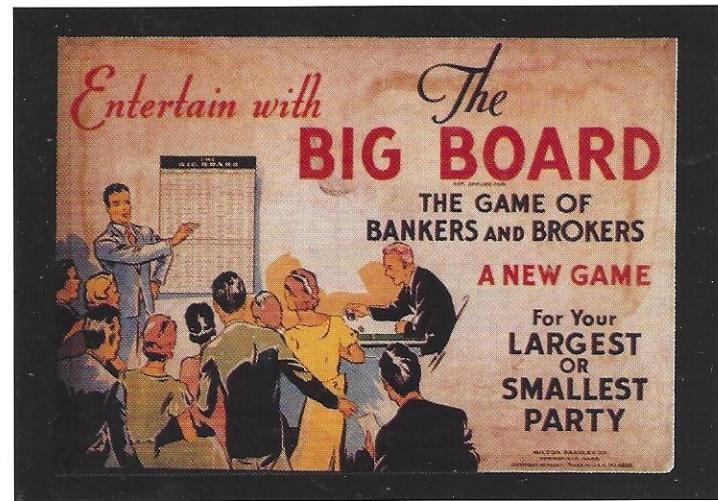
### TYCOON

H.C. Jacoby Co. 1962  
Stock Market simulation.  
\$25 - \$35



### STOCK TICKER

Copp Clark 1950s  
"An exciting Stock Trading game." Canadian. Money says 1937, but game seems to be from the 1950s.  
\$25 - \$30



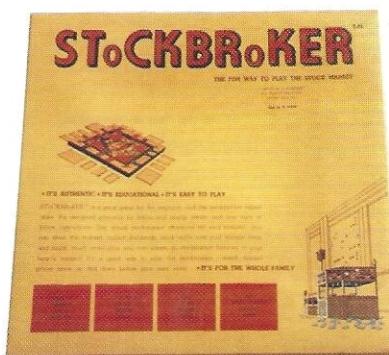
### THE BIG BOARD

Milton Bradley 1937  
"The game of Bankers and Brokers." Very large, very heavy (ask the lady who sent it to me) game—pretty much sets up a complicated stock exchange in your living room.  
\$55 - \$75



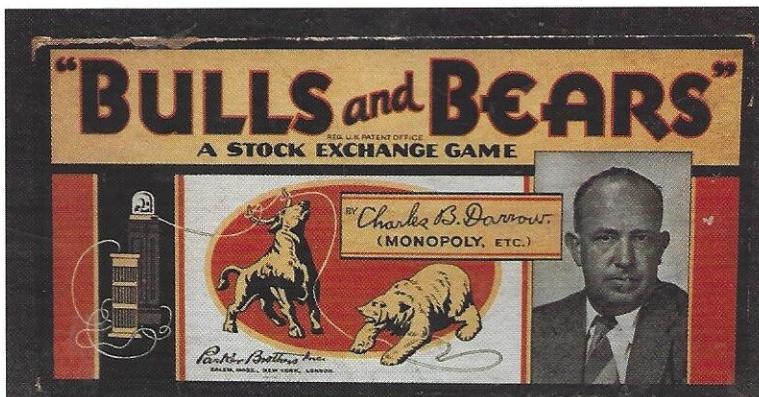
### TICKER

Glow Products, Inc. 1929  
Unusually shaped stock market game includes chips and roll out board. Valuable among collectors because it had the bad timing to be released in the year of the great stock market crash. Rare.  
\$125 - \$150



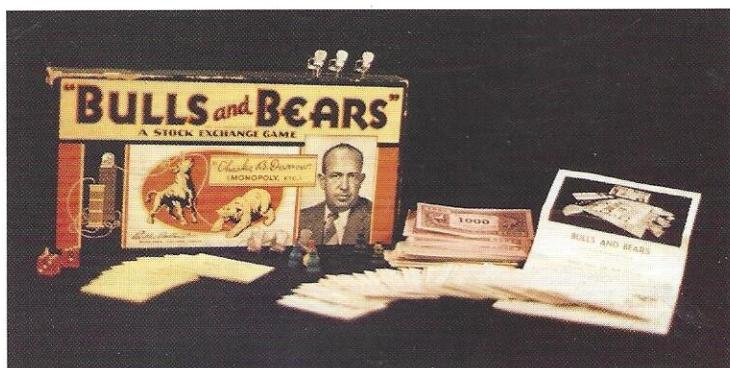
### STOCKBROKER

Dow & Co. 1975  
"The fun way to play the Stock Market." Large elaborate board with built in counters for changing Stock Values during the game.  
Courtesy of Jeff Lowe's ExtraGameza  
\$75 - \$100



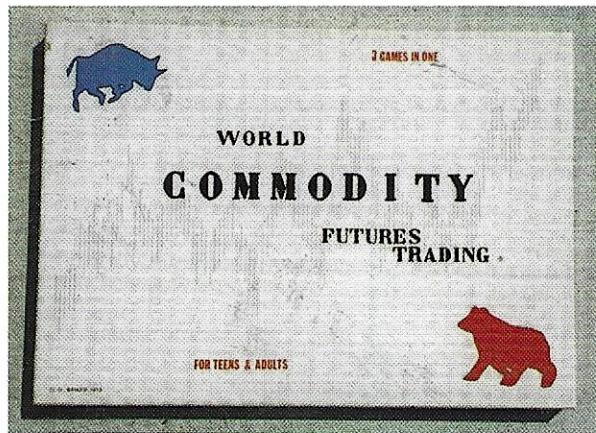
### BULLS AND BEARS

Parker Brothers 1936  
\$100 - \$150



### BULLS AND BEARS

Parker Brothers 1936  
"A Stock Exchange Game." This very rare stock market game featured lots of stocks, money, and 6 tiny metal "chairs" for the stock exchange. It was invented by Charles B. Darrow (the "inventor" of MONOPOLY) and his signature and photograph (showing MONOPOLY, ETC.) is prominently displayed on the box. The game sold very poorly and is now hard to find. Since it's been proven that Darrow did not actually invent MONOPOLY (he basically brought it to the attention of Parker Brothers), it's not hard to believe that anything else he created might be unpopular. I'd just like to know what the "Etc." refers to on the box, since I know of no other games by Charles B. Darrow. (Game shown without board).



### WORLD COMMODITY FUTURES TRADING

O. Bayazid 1972  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$20 - \$30



### CORNER THE MARKET

Atlantis Game Co. 1977  
"The Commodity Trading Game."  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$25 - \$35

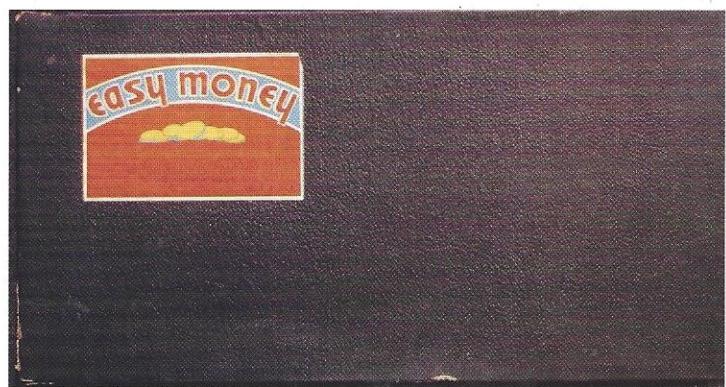


### DRIVE-IN

Selchow & Righter 1948  
"The Money Making Movie Game." Super neat game involved booking movies, charging admission, and selling popcorn.  
\$50 - \$75

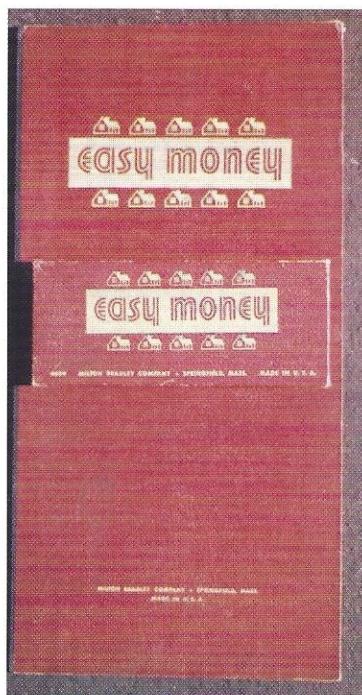
### BUY AND SELL

Whitman 1953  
Pretty complicated game that had the kiddies buying and selling commodities "with play money."  
\$15 - \$20



### EASY MONEY

Milton Bradley 1935  
This is the rare first edition of the game which included property "deeds," similar to MONOPOLY. After this version, the deeds were removed for all subsequent editions.  
\$100 - \$150



### EASY MONEY

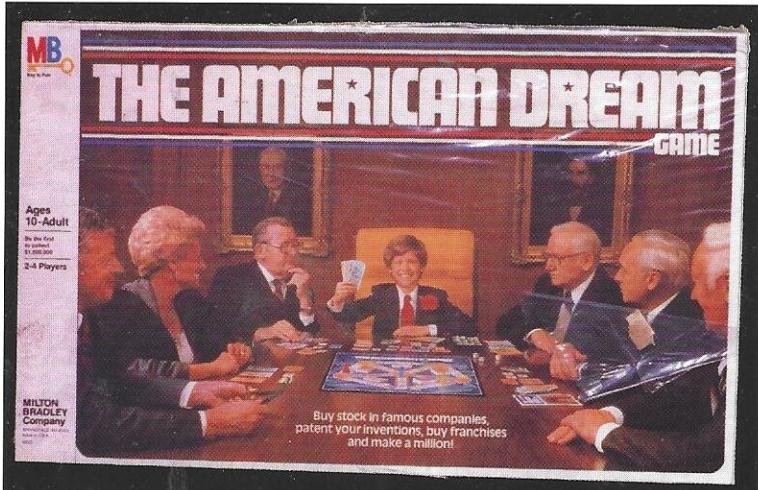
Milton Bradley 1937  
Early, unusual box design (see first book for other versions).  
\$25 - \$35



### CENTRAL BANK

Right-On Mfg. 1974  
"A Cunning, Baffling and Powerfully-Fun Game of Cards."  
Unusual game container (money bag).  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$15 - \$20



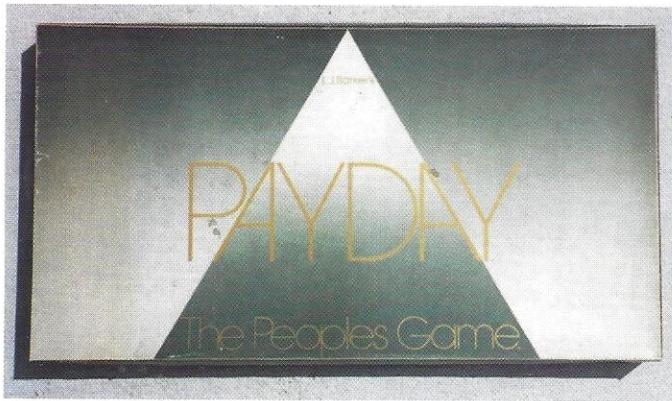


### THE AMERICAN DREAM

Milton Bradley 1979

"Buy stock in famous companies, patent your inventions, buy franchises, and make a million!" Large game.

\$20 - \$25



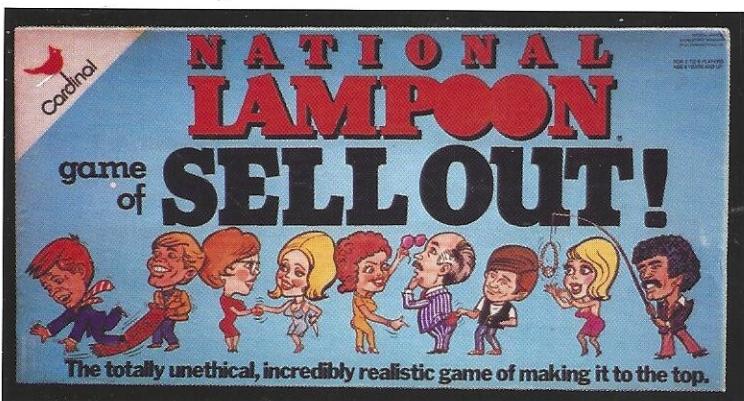
### PAYDAY

Payday Game Co. 1975

"The People's Game."

Courtesy of Jeff Lowe's ExtravAGAMEza

\$20 - \$30



### NATIONAL LAMPOON GAME OF SELLOUT

Cardinal Industries 1983

"The totally unethical, incredibly realistic game of making it to the top." From the irreverent humor magazine.

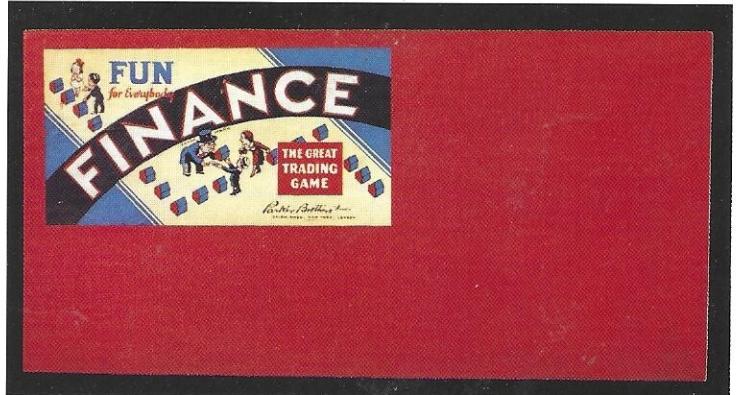
\$20

### EXPANSE

Milton Bradley 1949

"A Globe Trotting Game of Fun and Fortune." Rare game had players traveling the world to make their fortune. From the collection of Bob Claster

\$30 - \$45

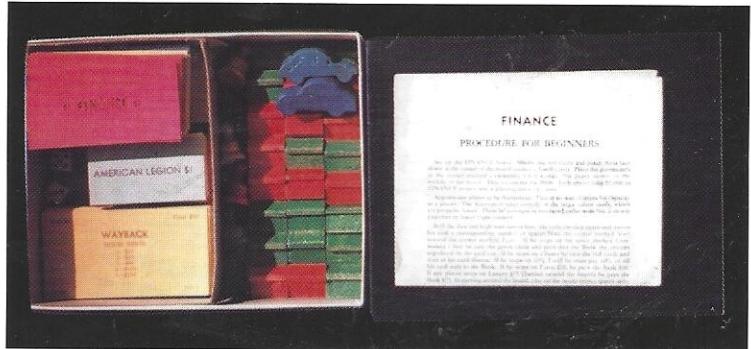


### FINANCE

Parker Brothers 1936

This rare game, the same as FINANCE AND FORTUNE, was issued under this name in 1936. This title resurfaced again in 1958 (see first book). It all had to do with Parker Brothers acquiring the rights to Knapp Electric's FINANCE and other MONOPOLY related sleight-of-hand.

\$40 - \$65



### FINANCE

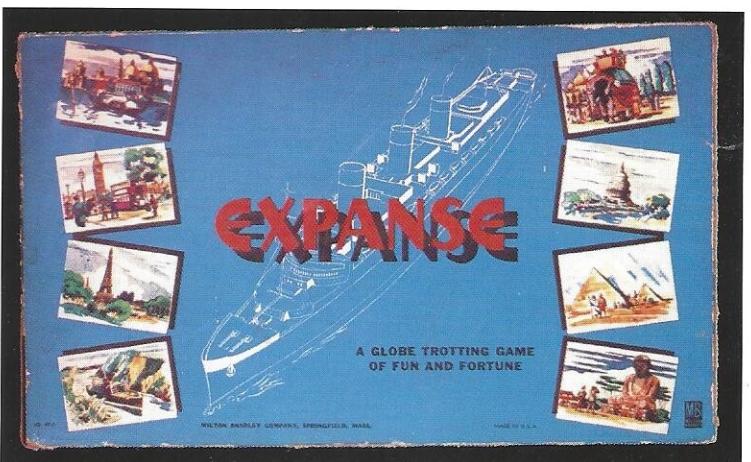
Knapp Electric, Inc. 1932

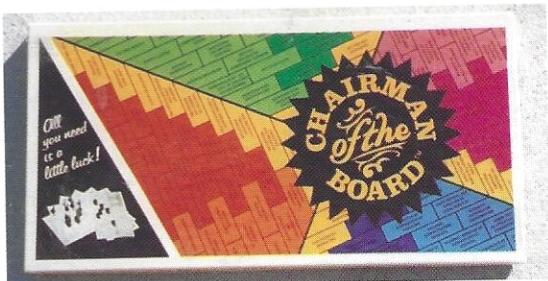
(Shown without game board). Very rare, one of the predecessors (along with THE LANDLORD'S GAME) of MONOPOLY. Has the all important Property Deeds, as well as weird shaped houses, hotels, Chance and Community Chest cards. In this game, all the Community Chest cards help the Community, i.e. "Pay American Legion \$1," "Pay Red Cross \$50," etc., as opposed to rewarding the player.

\$250 - \$300

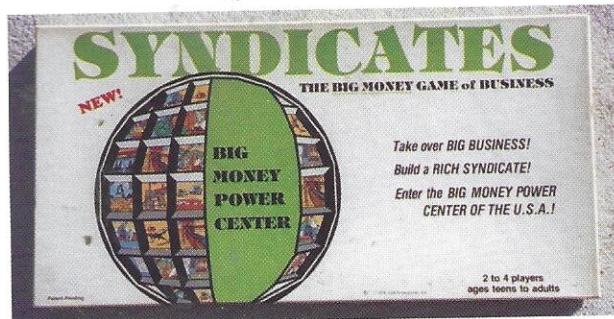


Closeup of Knapp Electric FINANCE Hotel and House

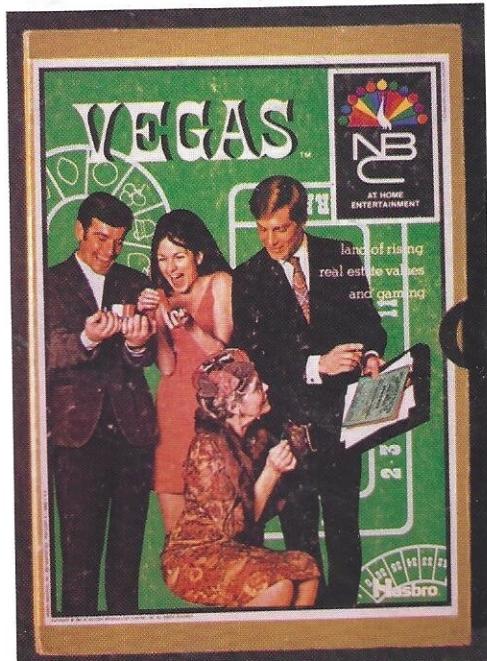




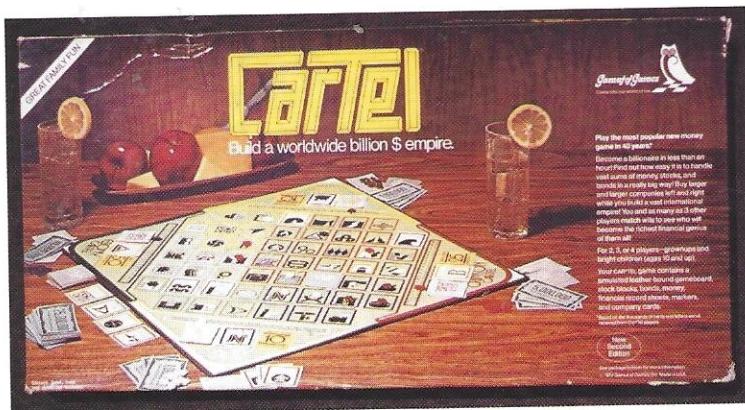
**CHAIRMAN OF THE BOARD**  
Mocomo Co. 1975  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$20 - \$25



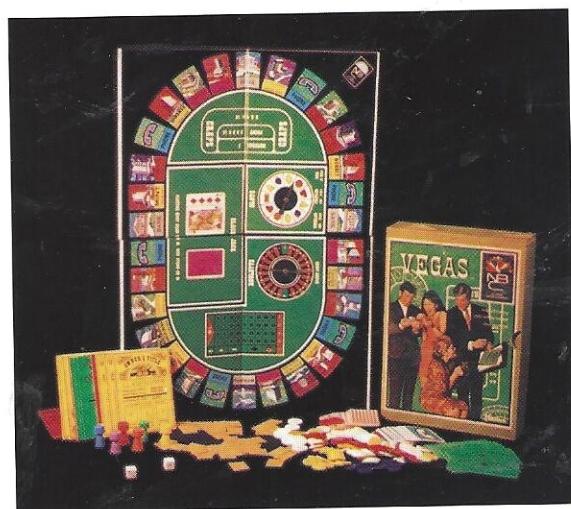
**SYNDICATES**  
JGA Enterprises 1978  
"The Big Money Game of Business."  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$20 - \$25



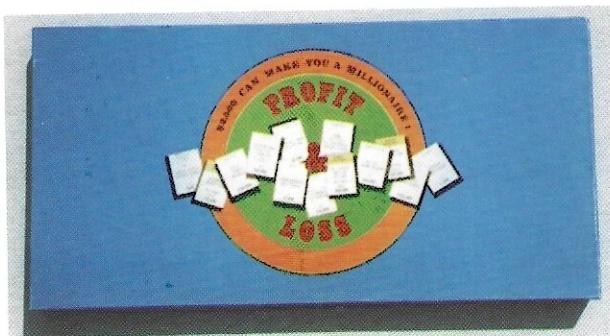
**VEGAS**  
Hasbro 1969  
\$25 - \$30



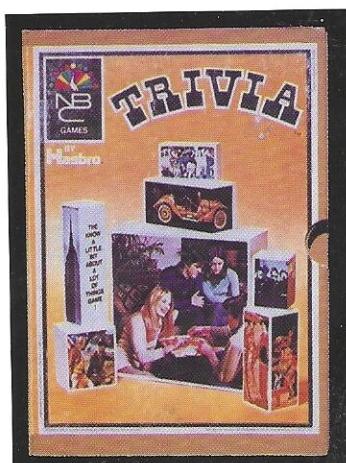
**CARTEL**  
Gamut of Games 1974  
"Build a Worldwide Billion \$ Empire." 2nd Edition. Sought after game, reissued in 1985 as DALLAS (see first book).  
From the collection of Bob Claster  
\$50 - \$75



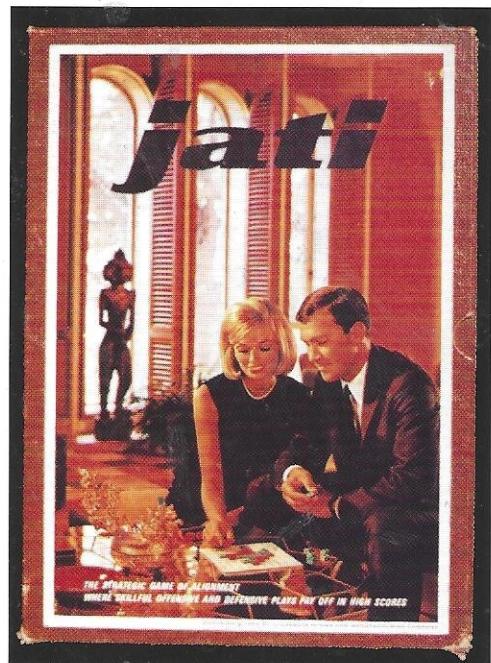
**VEGAS**  
Hasbro 1969  
Part of Hasbro's NBC "At Home Entertainment" series that included WALLSTREET, RHYME TIME, INTERPRETATION OF DREAMS, MOB STRATEGY, MATING GAME, IT TAKES TWO, CHAIN LETTERS, and TRIVIA (see first book). Players land at Vegas Airport with ten million dollars in cash and start gambling, buying up hotels, and generally try to shaft the other players. Quite a bit of fun material is jammed into a small box.



**PROFIT OR LOSS**  
Hollow Stump Bungalow Books & Games 1977  
"\$2,500 can make you a Millionaire."  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$20 - \$30



**TRIVIA**  
Hasbro 1970  
Another "NBC Game." Fore-runner of TRIVIAL PURSUIT.  
\$15 - \$20

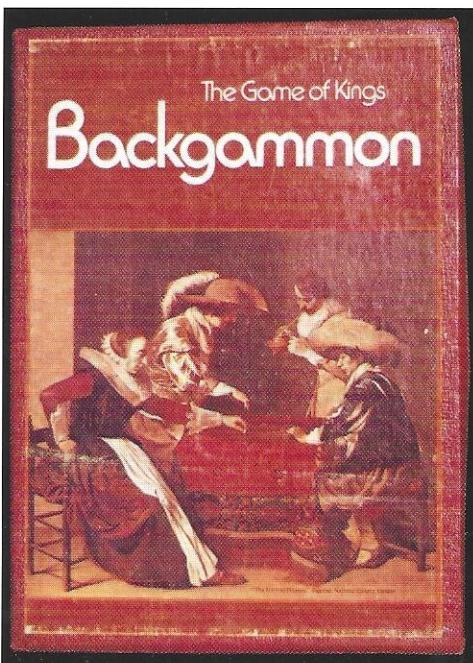
**JATI**

3M 1965

Extremely rare game. Apparently 100 test copies were made, but feedback showed the game wasn't very good, so it never made it into mass production. 3M collectors have paid record prices for the game.

*From the collection of Bob Claster*

\$1200 - \$2000

**BACKGAMMON**

3M 1973

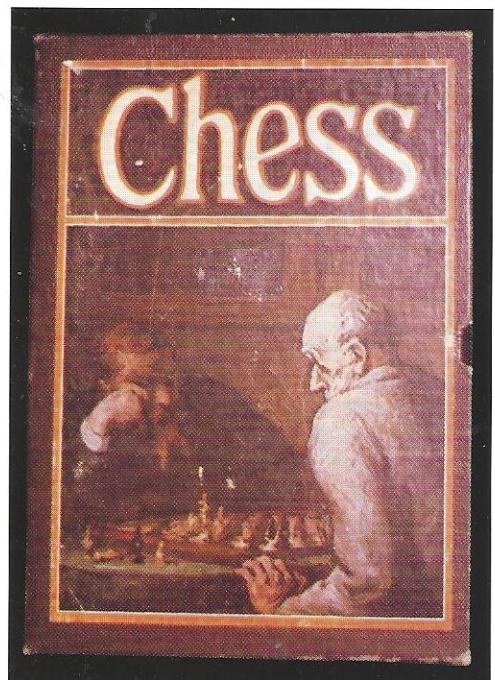
Uncommon game for 3M.  
*From the collection of Bob Claster*

\$20 - \$25

**AIRPORT**

Dynamic 1972

Air Traffic Controlling.  
\$15 - \$20

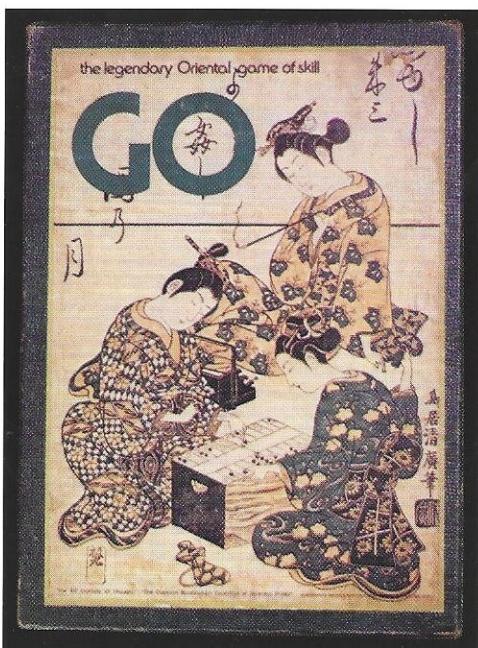
**CHESS**

3M 1970

Very nice pieces.

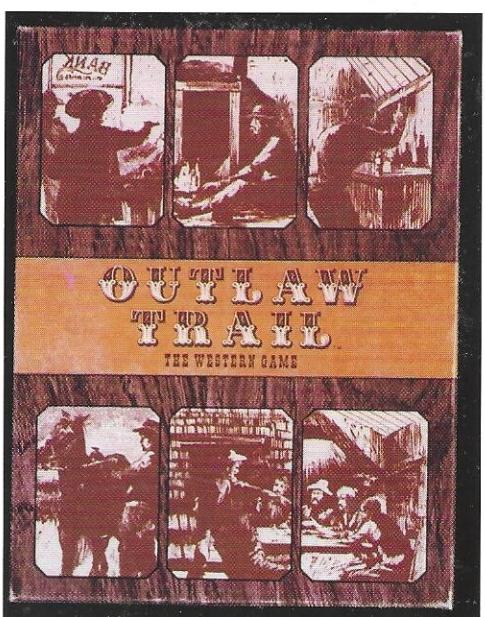
*From the collection of Bob Claster*

\$25 - \$30

**GO**

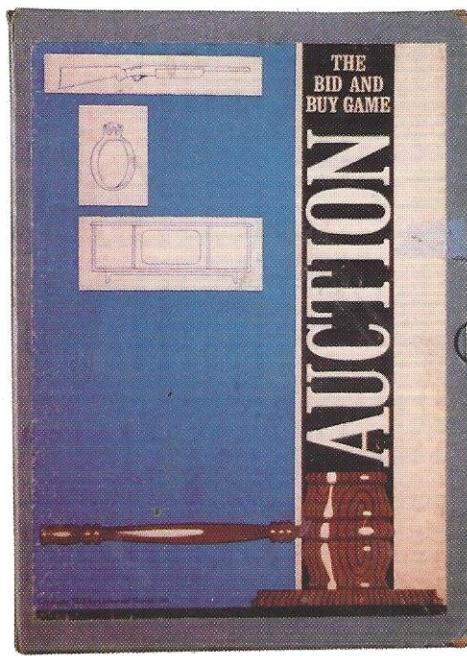
3M 1974

*From the collection of Bob Claster*  
\$20 - \$25

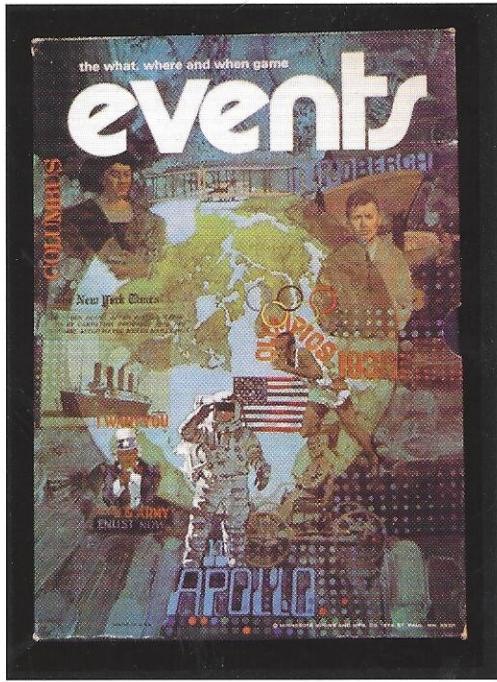
**OUTLAW TRAIL**

Dynamic 1972

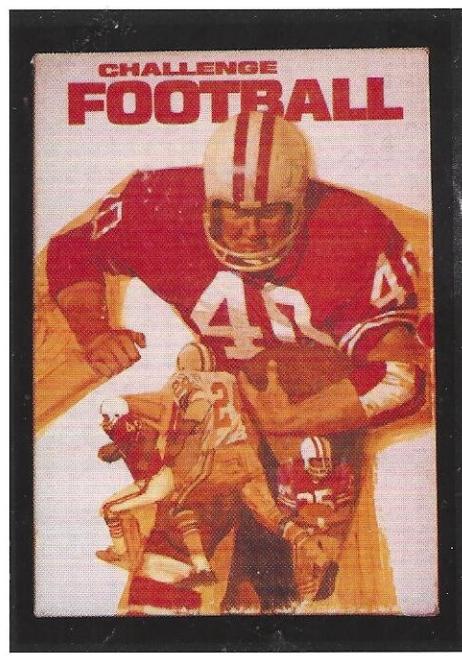
Dynamic produced a whole series of games in the 1970s such as SOCIETY TODAY, THE FAMILY GAME, and BEAT DETROIT (see first book).  
\$15 - \$20



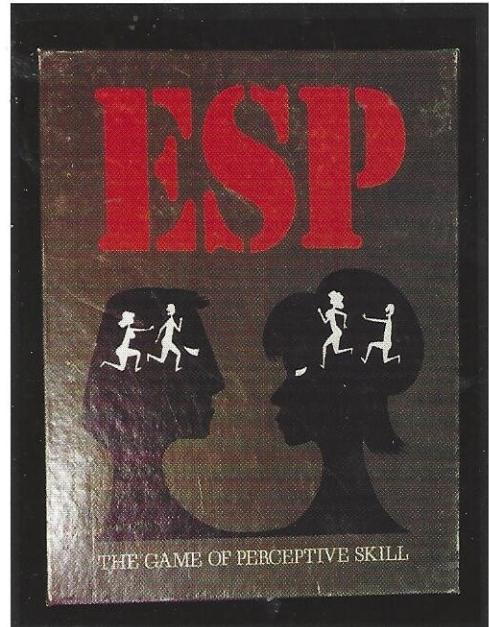
**AUCTION**  
Universal Games 1965  
"The Bid and Buy Game." Actually a neat game where players bid on all kinds of weird things.  
\$20 - \$25



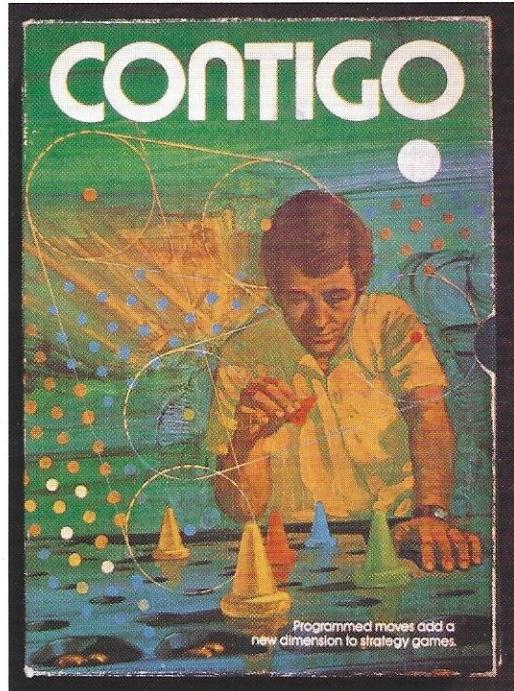
**EVENTS**  
3M 1974  
"The what, where and when game." Common.  
*From the collection of Bob Claster*  
\$10 - \$15



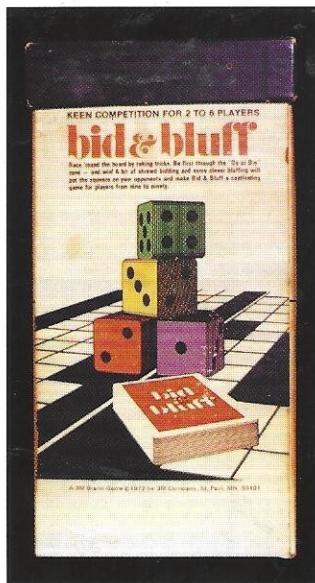
**CHALLENGE FOOTBALL**  
3M 1972  
From a series that included sports such as Golf.  
*From the collection of Bob Claster*  
\$20 - \$25



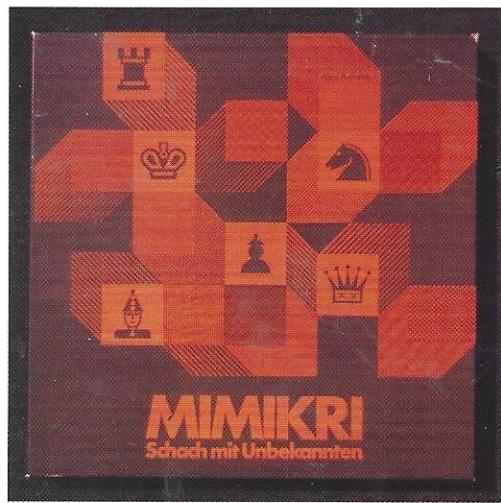
**ESP**  
Dynamic Games 1972  
"The Game of Perceptive Skill." Cross between ESP and Psychoanalysis.  
\$25 - \$30



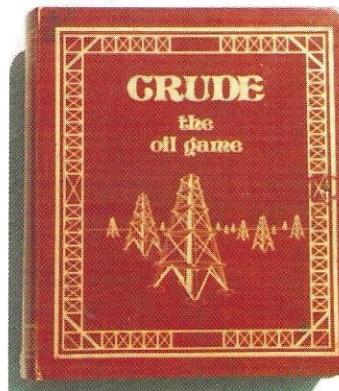
**CONTIGO**  
3M 1974  
*From the collection of Bob Claster*  
\$15 - \$20



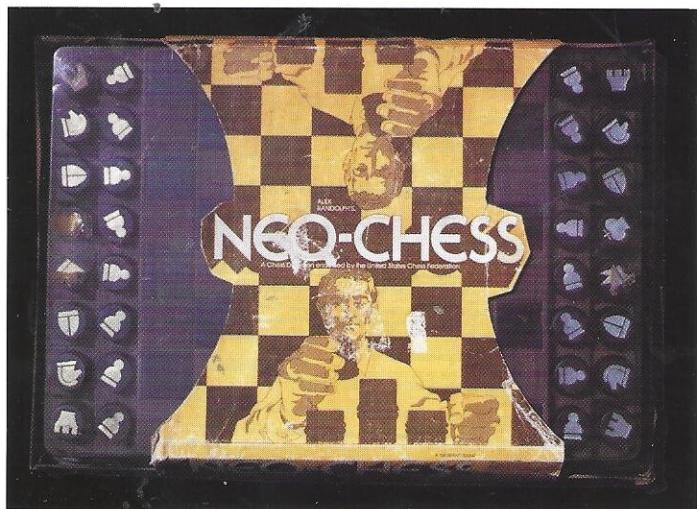
**BID & BLUFF**  
3M 1972  
Rare game in uncommon container from 3M. Dice and card game.  
*From the collection of Bob Claster*  
\$75 - \$150



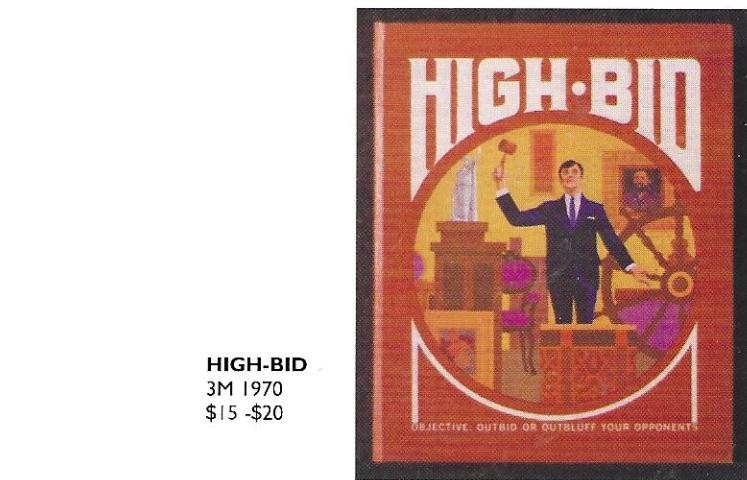
**MIMIKRI**  
3M 1970?  
3M collectors love the weird, uncommon stuff from this company. This German chess version has a beautiful board and pieces.  
*From the collection of Bob Claster*  
\$25 - \$35



**CRUDE**  
St. Laurent Games 1974  
"The oil game." Large bookshelf game highly valued by game players. Later recycled into a German game called MCMULTI (which is also highly prized). Courtesy of Jeff Lowe's ExtravAGAMEza  
\$300 - \$400



**NEO-CHESS**  
3M 1972  
Another bizarre 3M chess variation.  
*From the collection of Bob Claster*  
\$50 - \$75



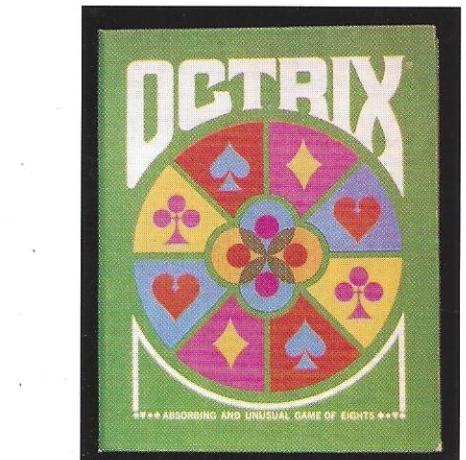
**HIGH-BID**  
3M 1970  
\$15 - \$20



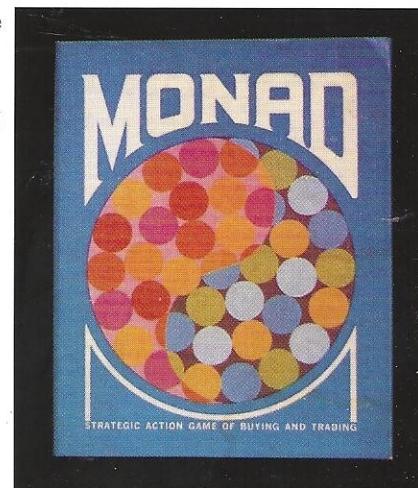
**HIGH-BID**  
3M 1970  
In 1970, 3M made a series of small card game versions of some of their bookshelf games and called them "Gamettes." They were about the size of a small paperback, and opened as a book does. Again, they managed to pack all the fun of the larger size version into an even smaller space. 3M collectors try to gather the whole series (see first book for full size version of HIGH-BID).



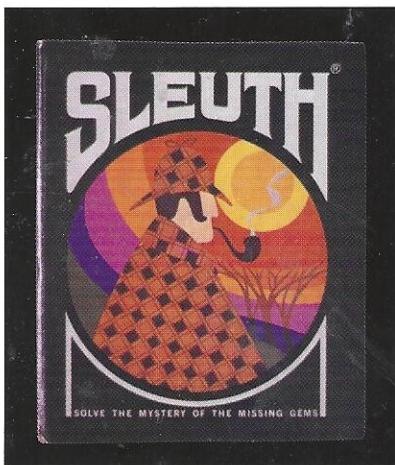
**OCTRIX**  
3M 1969  
In 1968-69, 3M adapted some of their Bookshelf games into card games packed in "butter dishes." The series included TRYCE, VENTURE, and others (see first book). OCTRIX is rare.  
*From the collection of Bob Claster*  
\$75 - \$100



**OCTRIX**  
3M 1970  
Same as the "Butter Dish" version.  
*From the collection of Bob Claster*  
\$45 - \$55



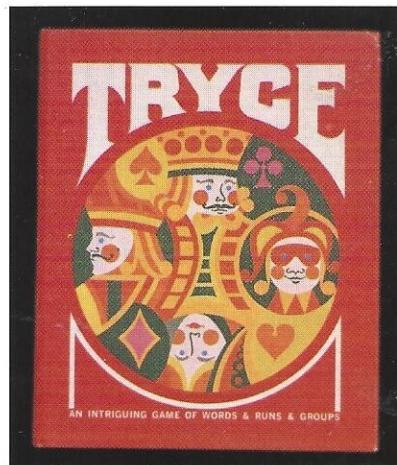
**MONAD**  
3M 1970  
"Action game of buying and trading." Strange "Ying /Yang" symbols were the tokens.  
*From the collection of Bob Claster*  
\$20 - \$25



### SLEUTH

3M 1971

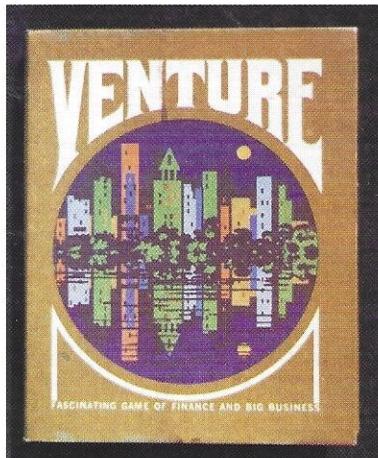
Inventor Sid Sackson sold this game concept to Ideal in 1967 and it became part of their "Famous Mystery Classic Series," including THE CASE OF THE ELUSIVE ASSASSIN: AN ELLERY QUEEN MYSTERY GAME (see first book).  
\$15 - \$20



### TRYCE

3M 1970

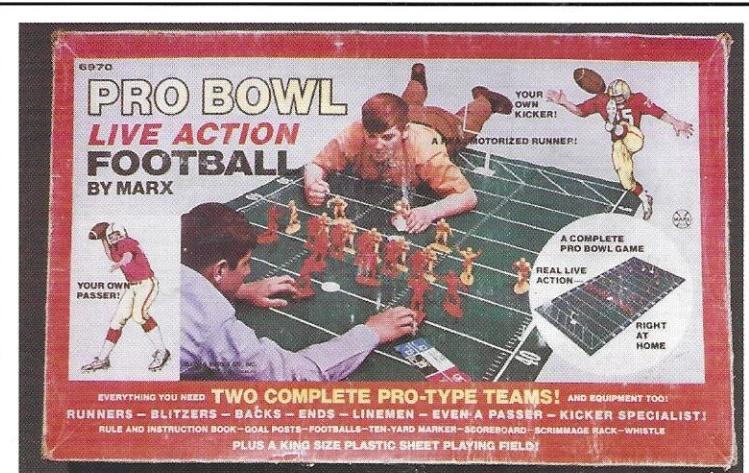
"Butter Dish" version exists (see first book).  
From the collection of Bob Claster  
\$25 - \$30



### VENTURE

3M 1970

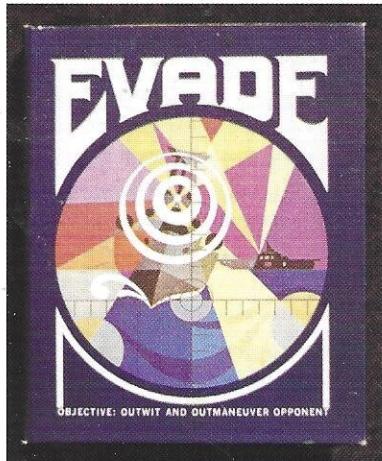
"Butter Dish" versions were made (see first book).  
From the collection of Bob Claster  
\$15 - \$20



### PRO BOWL LIVE ACTION FOOTBALL

Marx 1969

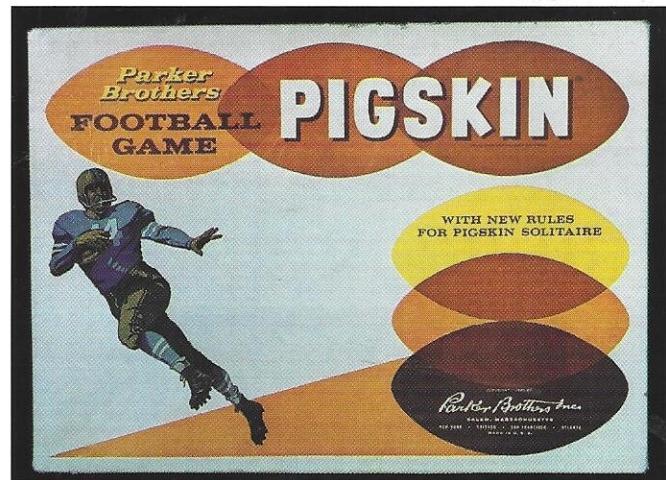
HUGE game with large plastic players, playing field, goal posts, and a motorized runner!  
\$40 - \$50



### EVADE

3M 1970

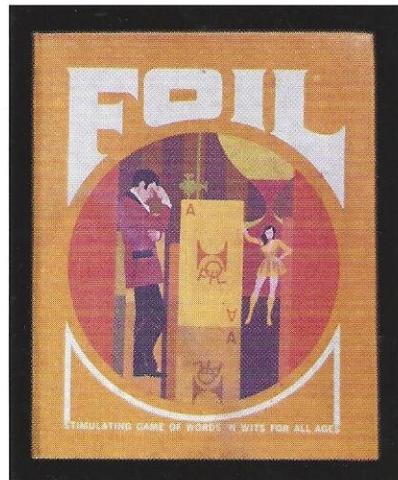
Naval maneuver game.  
From the collection of Bob Claster  
\$20 - \$25



### PIGSKIN

Parker Brothers 1960

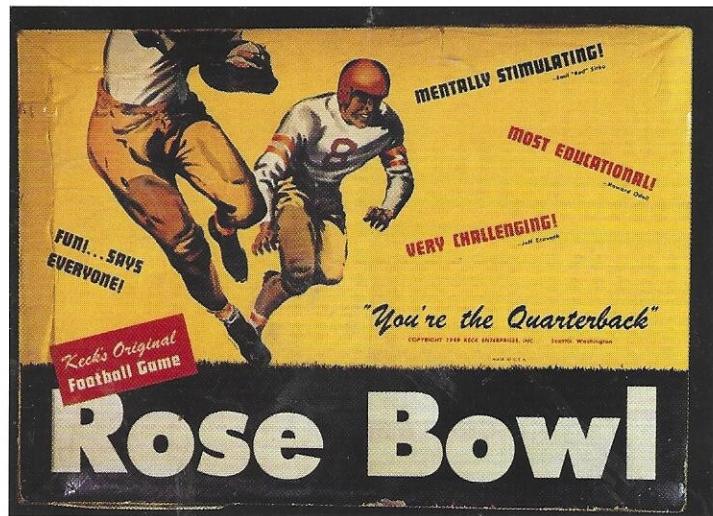
In the 1930s and 40s, this game was known as TOM HAMILTON'S PIGSKIN FOOTBALL.  
\$25 - \$35



### FOIL

3M 1970

Players form words and unscramble opponents words.  
From the collection of Bob Claster  
\$15 - \$20

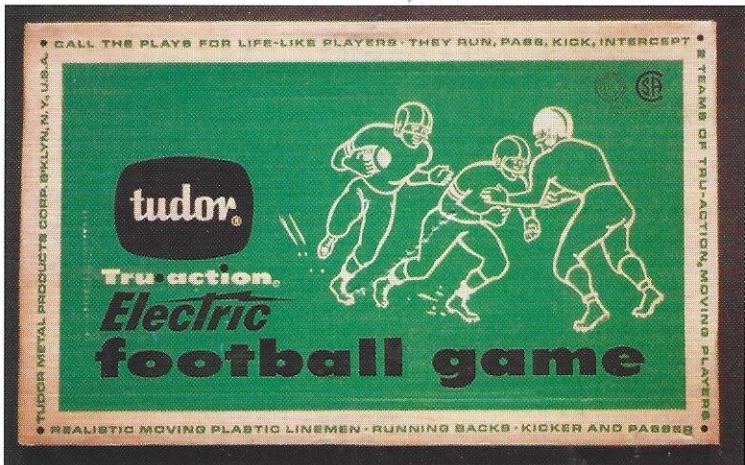


#### ROSE BOWL

Keck Enterprises 1949

Emil "Red" Sitko, Howard Odell, and Jeff Cravath all give it thumbs up, whoever they are.

\$35 - \$45

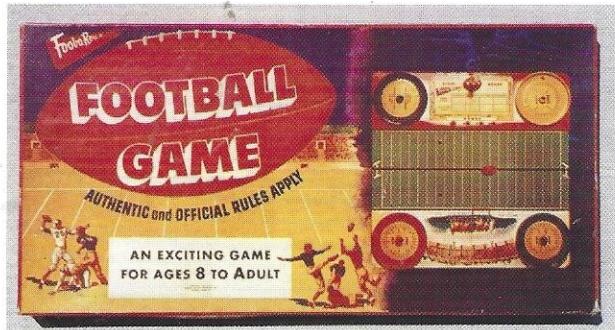


#### TRU-ACTION ELECTRIC FOOTBALL

Tudor 1960s

Everyone remembers this electric game where all the plastic players wiggle around and fall over. It was made forever, and has little value.

\$15 - \$20

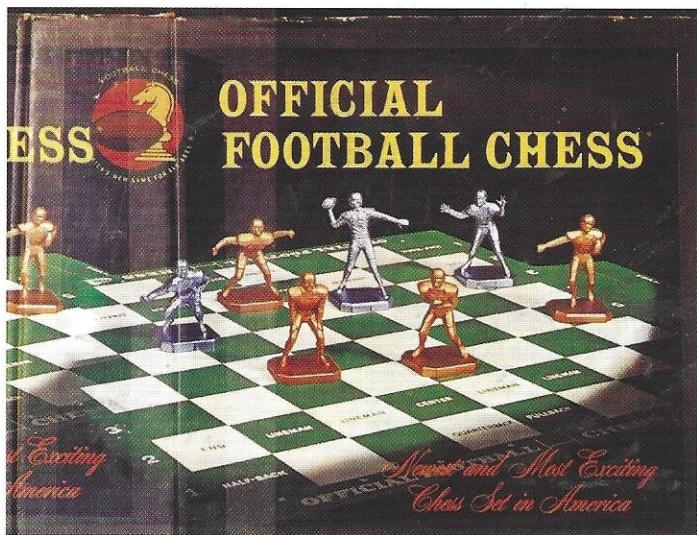


#### FOOBA-ROU FOOTBALL

Memphis Plastic Ent. 1955

Combination of Football and Roulette. Courtesy of Jeff Lowe's ExtraVAGAMEza

\$35 - \$45

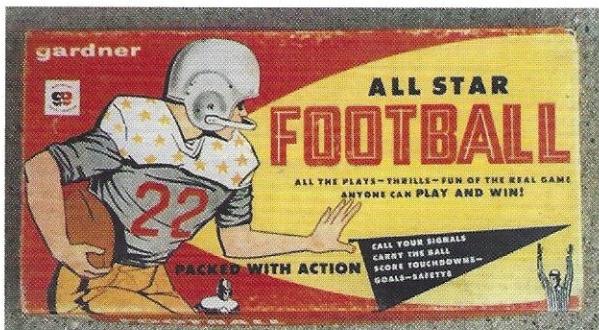


#### OFFICIAL FOOTBALL CHESS

Neiden, Winton and Ass. 1967

Another giant, plastic football game, but this time it's a neat chess set.

\$40 - \$50



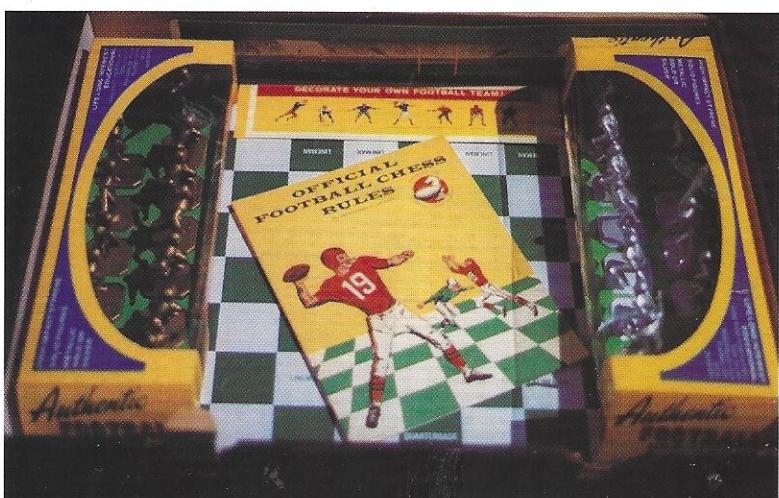
#### ALL STAR FOOTBALL

Gardner 1950s

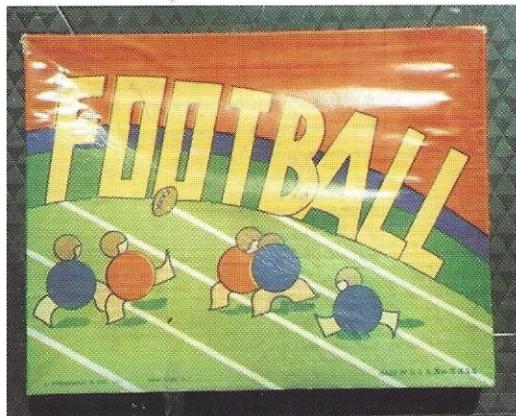
From a sports series that included CHAMPIONSHIP GOLF and others (see first book).

Courtesy of Jeff Lowe's ExtraVAGAMEza

\$20 - \$30



Inside of OFFICIAL FOOTBALL CHESS.



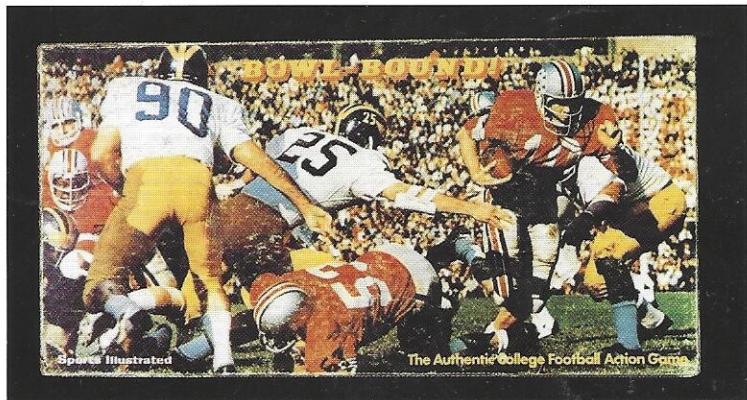
### FOOTBALL

J. Pressman 1930s

Great stylized football "players" on cover.

Courtesy of Jeff Lowe's ExtraVAGAMEza

\$40 - \$50



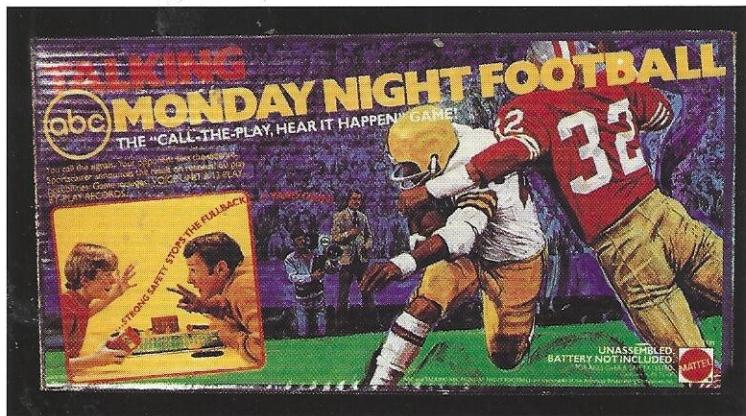
### BOWL BOUND

Sports Illustrated 1973

Another "Authentic College Football Action Game."

Courtesy of J. Hardy

\$20 - \$25

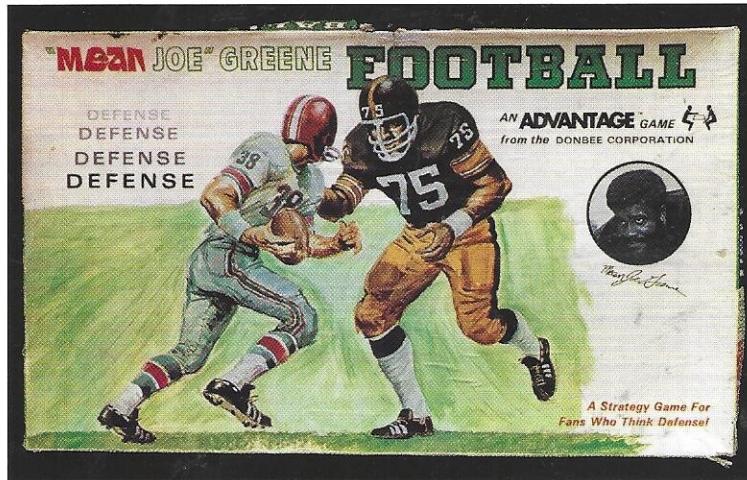


### TALKING ABC MONDAY NIGHT FOOTBALL

Mattel 1977

Included "Voice Unit" and 13 play-by-play records. Originally released as TALKING FOOTBALL (see first book).

\$35 - \$45

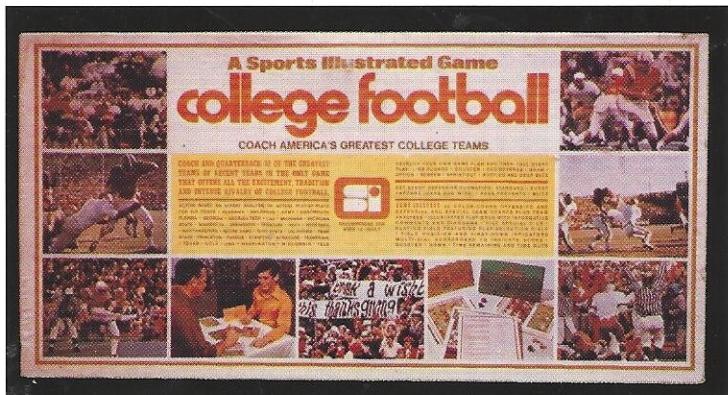


### "MEAN JOE" GREENE FOOTBALL

Advantage 1974

Obscure "Defense" game of football personality "Mean Joe" Greene.

\$35 - \$45

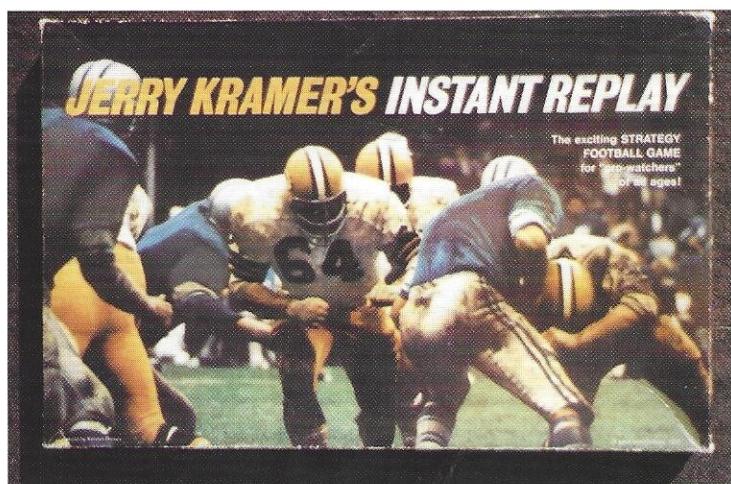


### COLLEGE FOOTBALL

Sports Illustrated 1972

"Coach America's Greatest College Teams." Sports Illustrated put out a variety of games in the 1970s, such as BOWL BOUND, TRACK MEET, and GO FOR THE GREEN! (see first book).

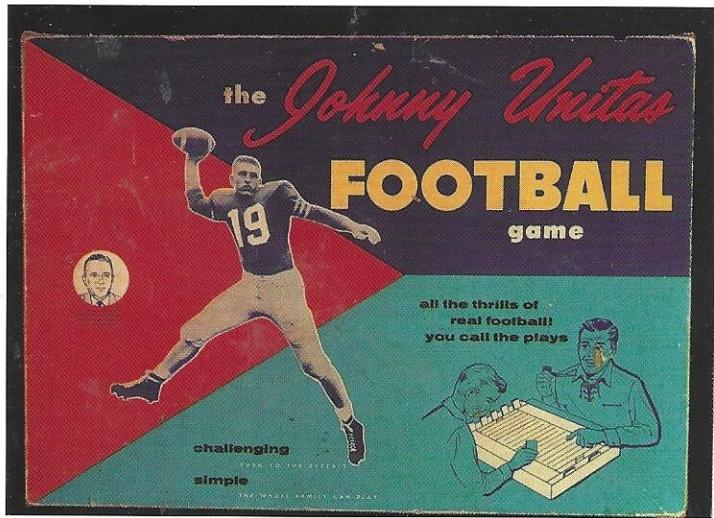
\$20 - \$25



### JERRY KRAMER'S INSTANT REPLAY

EMD Enterprises 1970

Rare. \$30 - \$40

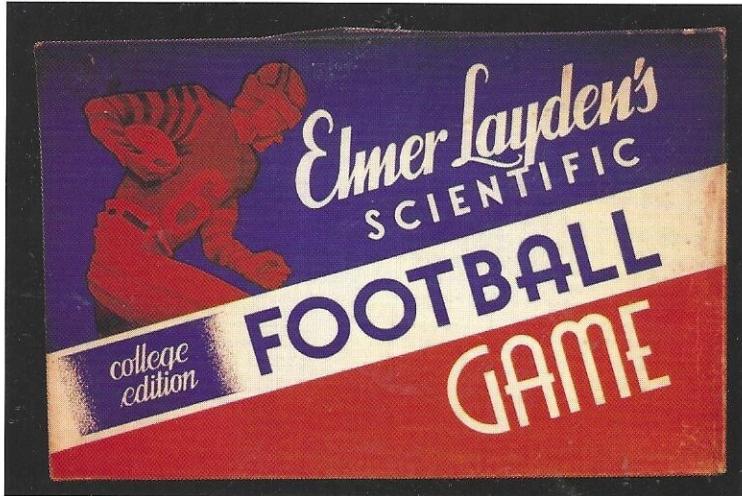


**JOHNNY UNITAS FOOTBALL**

Play-Rite 1960

Very rare game of legendary football personality Johnny Unitas.

\$150 - \$200

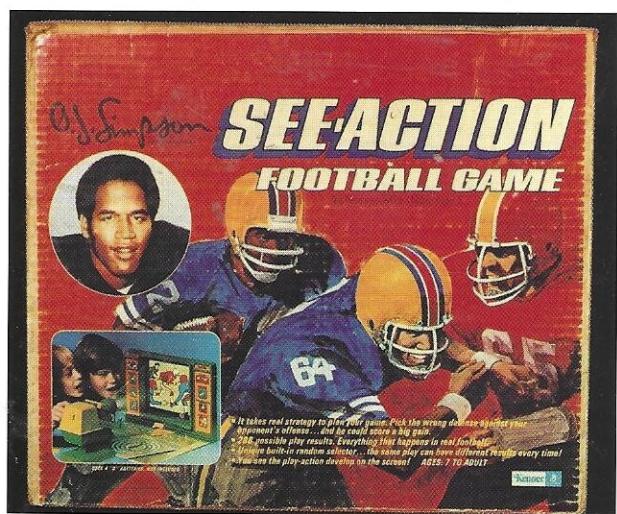


**ELMER LAYDEN'S SCIENTIFIC FOOTBALL**

Cadaco-Ellis 1942

"College Edition."

\$55 - \$75

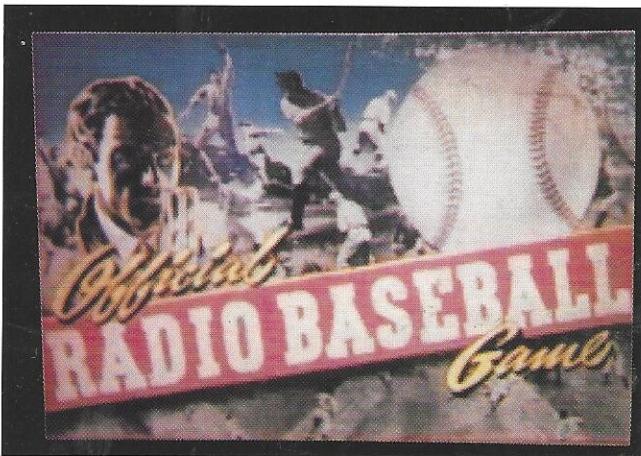


**O.J. SIMPSON SEE-ACTION FOOTBALL**

Kenner 1974

Unusual "small box" version of rare game (see first book)

\$250 - \$350

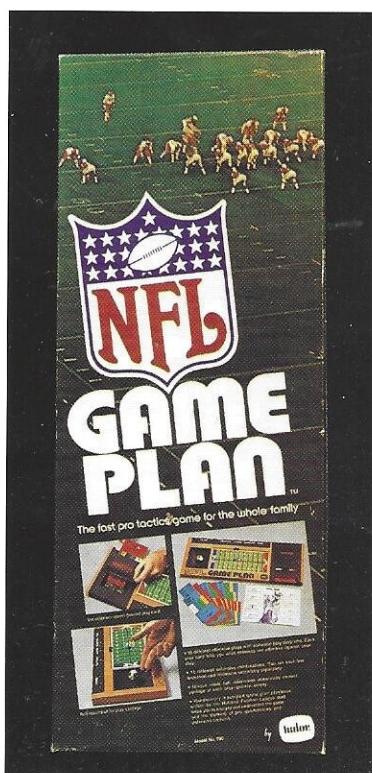


**OFFICIAL RADIO BASEBALL**

Toy Creations 1940

They had a series of "Official" games that included Basketball and Hockey.

\$30 - \$40

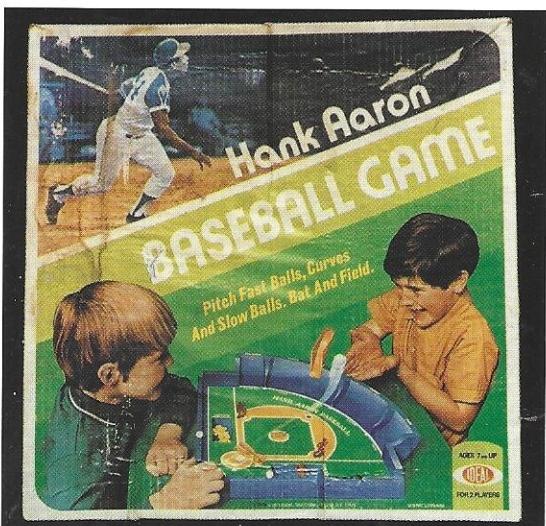


**NFL GAME PLAN**

Tudor 1972

Rare non-electric football game made by the electric football company.

\$25 - \$30

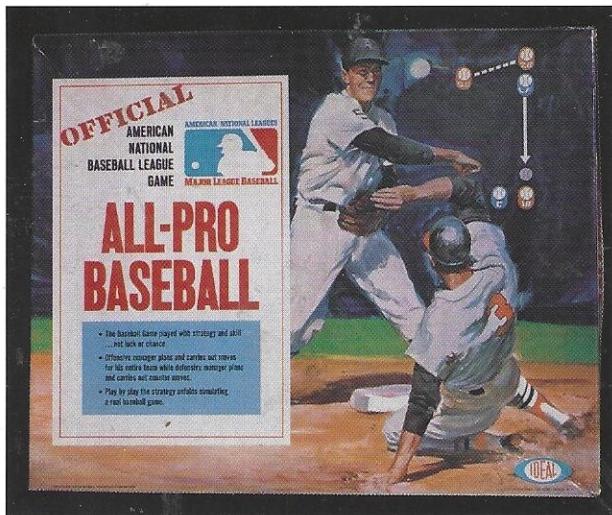


**HANK AARON BASEBALL**

Ideal 1973

Same game as SURE SHOT BASEBALL put out by Ideal in 1970.

\$25 - \$35

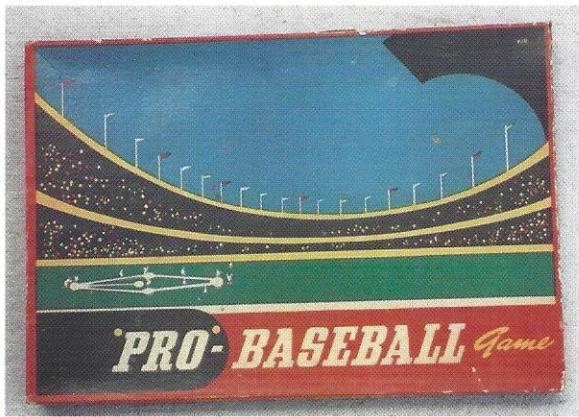


#### ALL-PRO BASEBALL

Ideal 1969

The large, "Official" All-Pro series included Basketball, Football, and Hockey (see first book).

\$35 - \$40



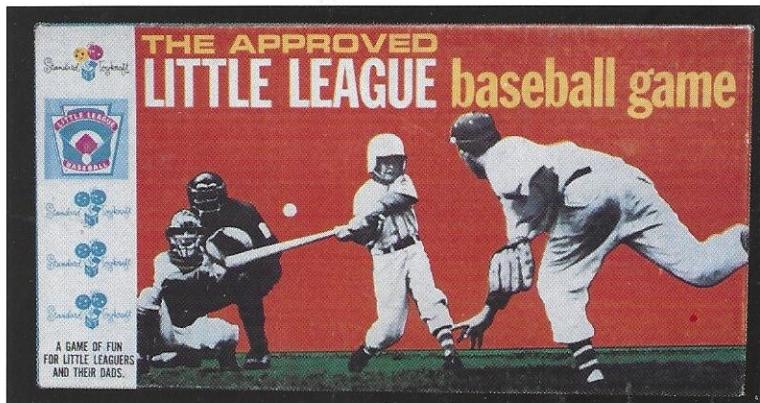
#### PRO-BASEBALL

Toy Creations 1940

Before OFFICIAL RADIO BASEBALL.

Courtesy of Jeff Lowe's ExtravGAMEza

\$50 - \$75

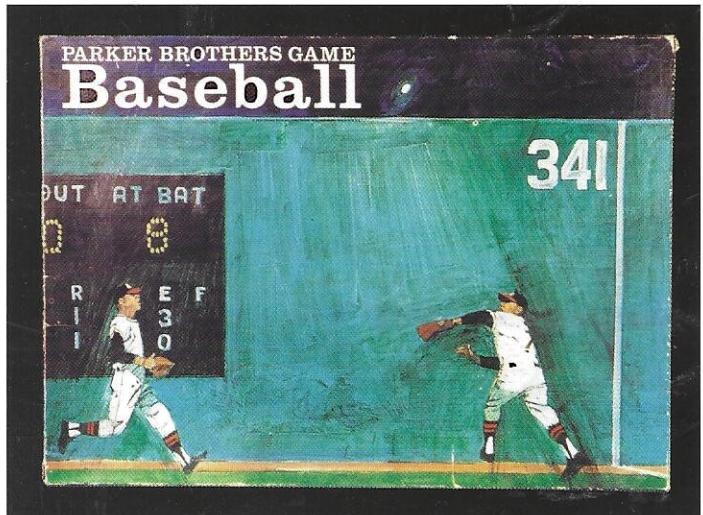


#### LITTLE LEAGUE BASEBALL

Standard Toykraft 1964

Rare entry from a company that made very few games. Created to celebrate the 25th Anniversary of Little League Baseball.

\$35 - \$45

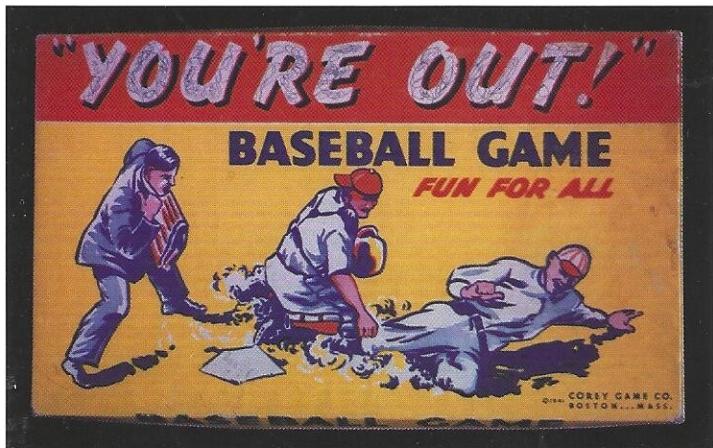


#### BASEBALL

Parker Brothers 1967

Beautiful cover.

\$25 - \$30

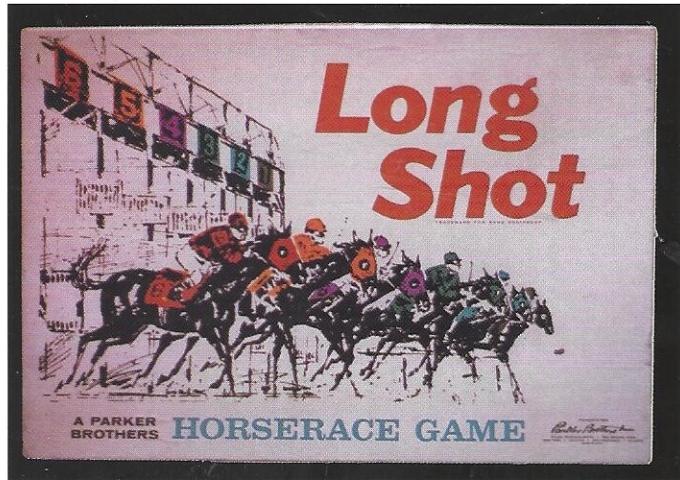


#### YOU'RE OUT! BASEBALL GAME

Corey Games 1941

Simple skill and action game.

\$20 - \$30

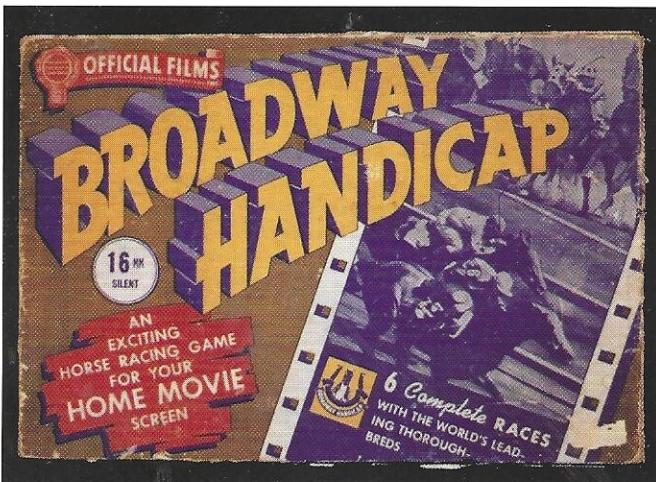


#### LONG SHOT

Parker Brothers 1962

Obscure horse racing game.

\$20 - \$25

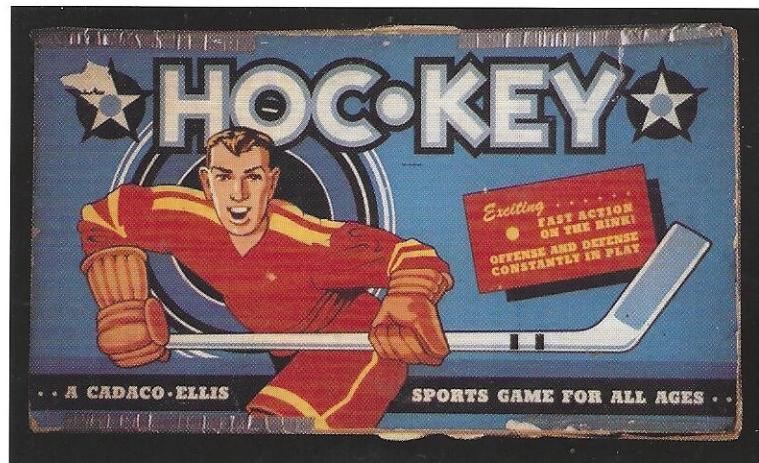


### BROADWAY HANDICAP

Official Films 1950s

Six different 16mm motion picture films of horse races could be projected on a screen, each with a different outcome. Set included Odds book, money, and wagering forms. Could be purchased in 8mm and 16mm with sound.

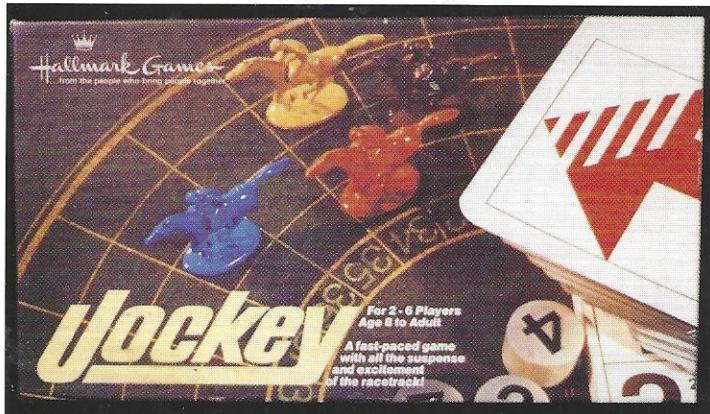
\$30 - \$45



### HOC-KEY

Cadaco-Ellis 1958

Basically same game as BAS-KET (see first book).  
\$35 - \$45

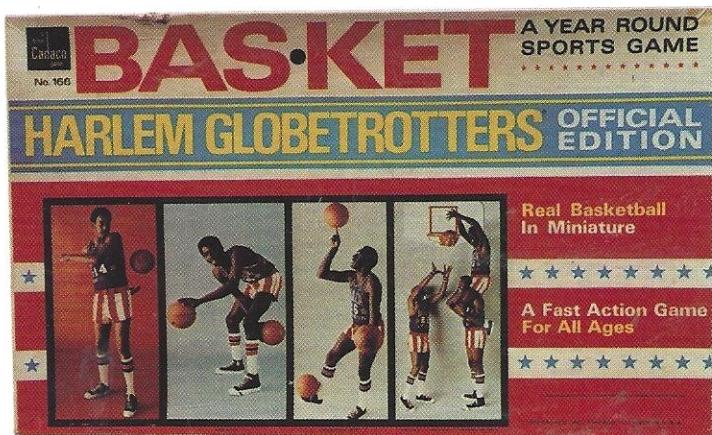


### JOCKEY

Hallmark Games 1976

Horse race game. Actually an import by Ravensburger.  
From the collection of Bob Claster

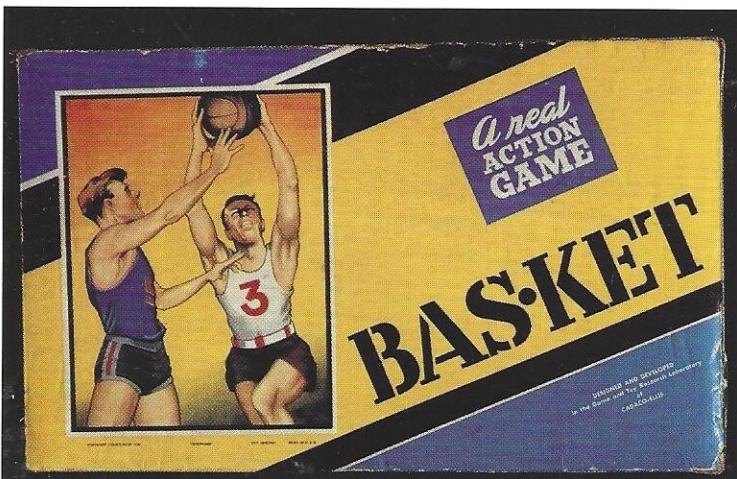
\$20 - \$25



### BAS-KET

Cadaco 1973

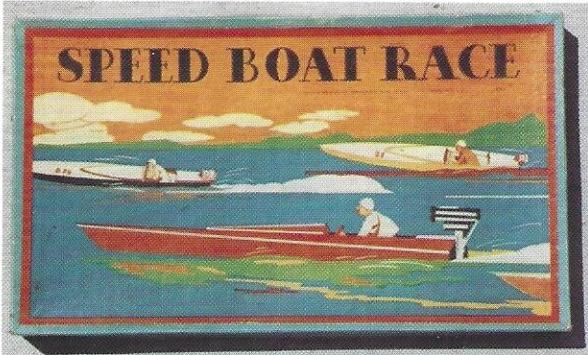
Harlem Globetrotters Official Edition. This same game was recycled again in 1980 for THE WHITE SHADOW.  
\$25 - \$35



### BAS-KET

Cadaco-Ellis 1938

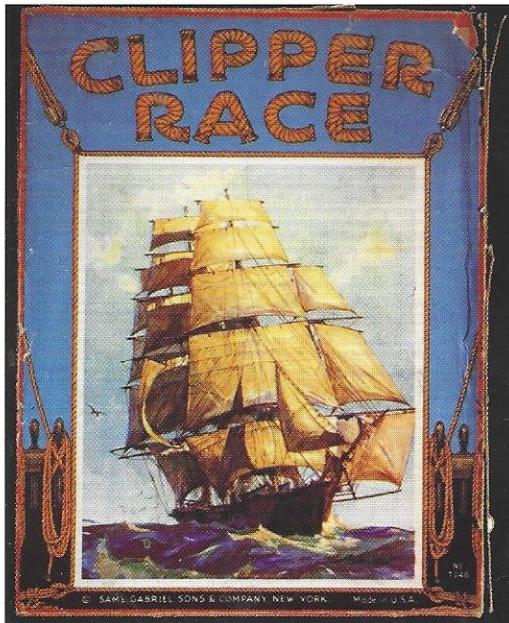
Very early game by this company, changed very little over the next 40 years.  
\$75 - \$85



### SPEED BOAT RACE

Milton Bradley 1930s

Courtesy of Jeff Lowe's ExtravAGAMEza  
\$50 - \$75



### CLIPPER RACE

Samuel Gabriel & Sons  
1930s

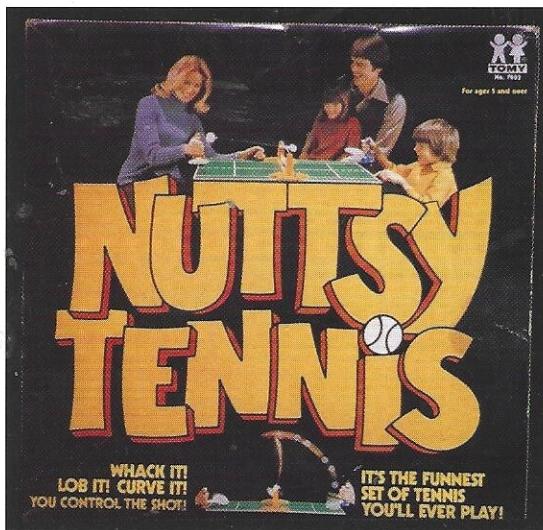
Large game with cover painting by Gordon Grant (Homeward She Drives). Object is to be the first to sail your ship to Shanghai, China, and back.  
\$125 - \$150



### VERNE GAGNE WORLD CHAMPION WRESTLING

Gardner 1950s

"As seen on TV." Apparently Verne was a Wrestling star in the 1950s. Four die-cut wrestling figures fought their way to the center ring using the included "Wrestling Holds and Regulations" booklet and the wrestling holds spinner (which included holds like "The Cobra Twist," "Flying Mares," and the "Back Breaker"). The first player landing by exact count in the center ring got the Champion Belt and was the winner. Rare game.



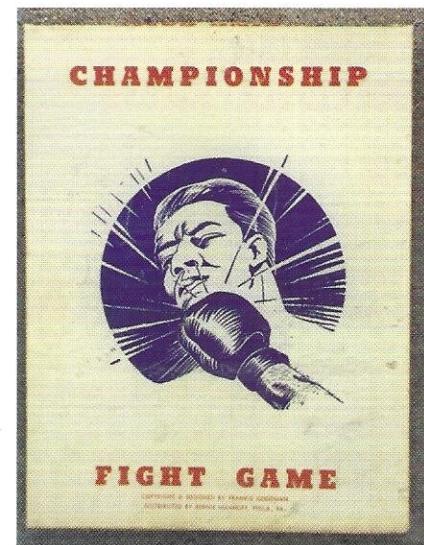
### NUTTSY TENNIS

Tomy 1974

Upside down Ping-Pong paddles whack the tethered ball back and forth. Neat game!  
\$10 - \$15

### CHAMPIONSHIP FIGHT GAME

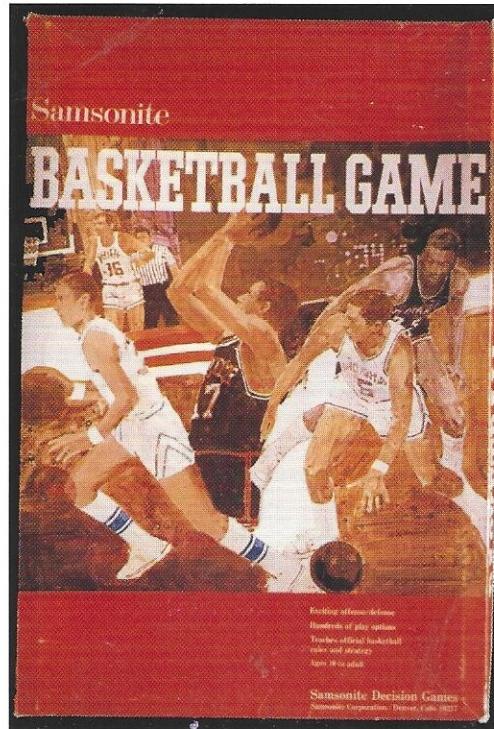
Frankie Goodman 1940s  
Courtesy of Jeff Lowe's  
ExtraGAMEza  
\$50 - \$75



### VERNE GAGNE WORLD CHAMPION WRESTLING

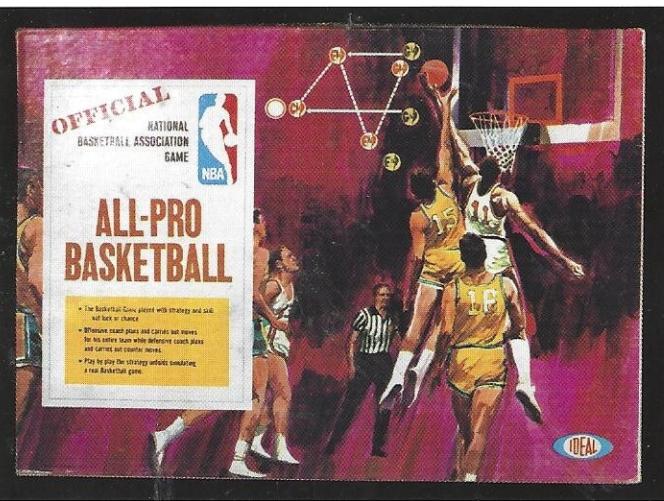
Gardner 1950s

\$155 - \$200



### SAMSONITE BASKETBALL

Samsonite 1969  
Large game. There was also a SAMSONITE PRO FOOTBALL (see first book).  
\$25 - \$35



### ALL-PRO BASKETBALL

Ideal 1969

Large game from Ideal series (see first book).

\$35 - \$40

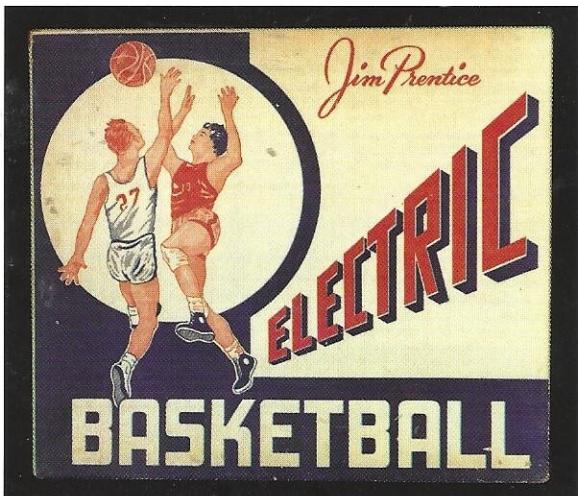


### TEST DRIVER

Milton Bradley 1956

"At the Chrysler Corp. Proving Grounds." The Chrysler connection has auto collectors driving the price of this game.

\$75 - \$125



### JIM PRENTICE ELECTRIC BASKETBALL

Electric Game Co. 1949

Early game had light up bulbs to score points. Other electric games included ELECTRIC BASEBALL, ELECTRIC FOOTBALL, and ELECTRIC HOCKEY.



### RACE-A-WAY

Milton Bradley 1973

"Championship Auto Race Game." Muscle cars on the cover of this game.

\$20 - \$25



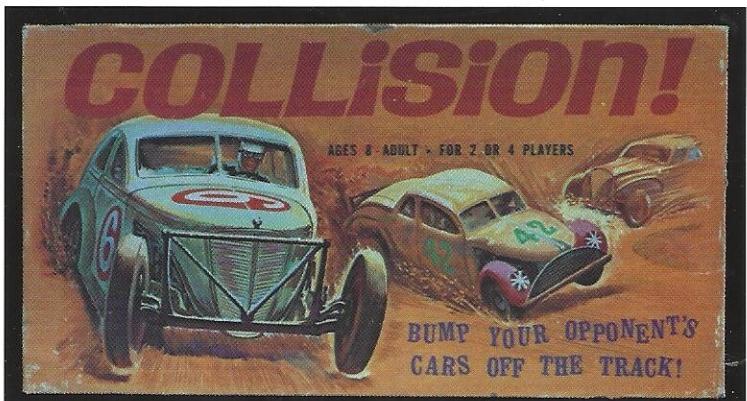
### OLYMPIAD

Everon International 1977

Scarce game

Courtesy of Jeff Lowe's ExtraVAGAMEza

\$30 - \$35



### COLLISION!

Whitman 1969

Demolition derby race.

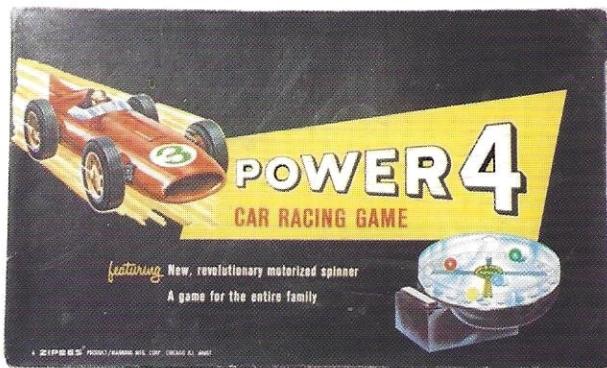
\$20 - \$25



### HUGGIN' THE RAIL

Selchow & Righter 1958

Scarce version of game with "updated" cover. Why try to improve on the original? (See first book).  
\$30 - \$35



### POWER 4 CAR RACING GAME

Manning Mfg. 1960s

Large game came with plastic cars and a large motorized spinner that spun colored marbles. Where the marbles landed determined your move.

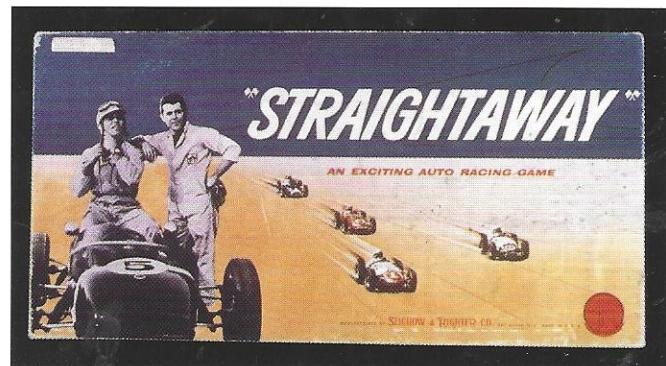
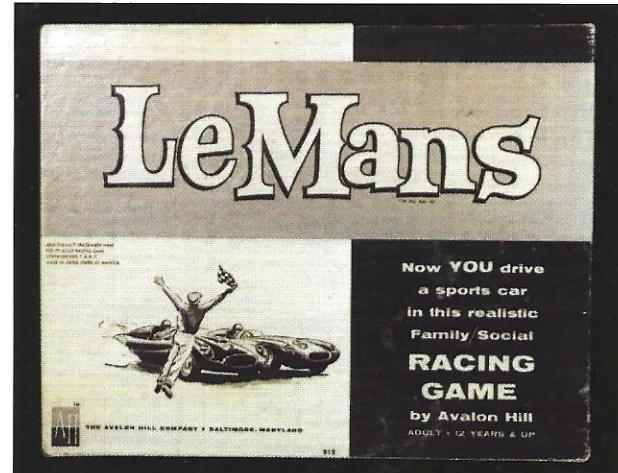
Courtesy of Jeff Lowe's ExtraVGAMEza

\$40 - \$55

### LE MANS

Avalon Hill 1961

Early racing simulation.  
\$25 - \$35



### STRAIGHTAWAY

Selchow & Righter 1961

Based on the TV Series. The only game based on TV done by this company.

Courtesy of Rick Polizzi

\$55 - \$75



### KAR-ZOOM

Whitman 1964

Pretty lame game consisted of flicking a disc (as in shuffleboard) into the point area.

\$20- \$25



Inside of FOUR LANE ROAD RACING.

### FOUR LANE ROAD RACING

Transogram 1963

"On the Famous Sebring Track." Let's face it, the cover gives the distinct impression that they're racing model cars, which was the fad at the time. They're not.  
\$30 - \$40

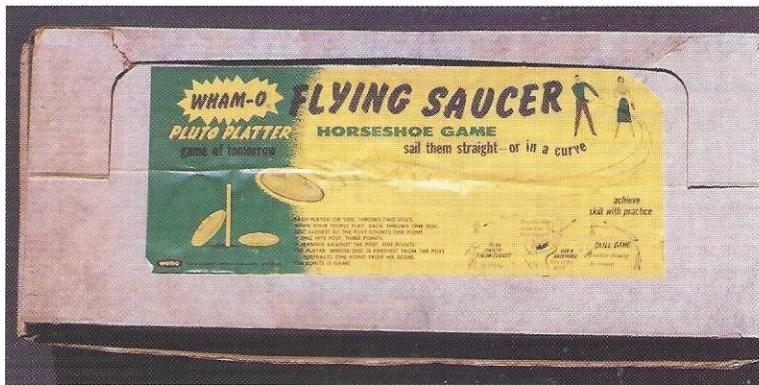


### AUTO DROME

Transogram 1967

Uses same concept as AURORA DERBY.

\$25 - \$35

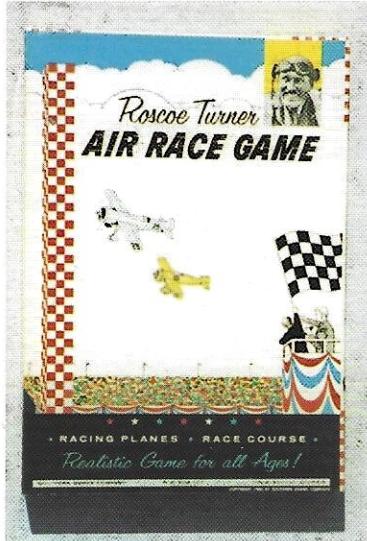


### FLYING SAUCER HORSESHOE GAME

Wamo 1950s

This set was put out when Wham-O Frisbees were still called "Pluto Platters." Early, rare game.

\$50 - \$75



### ROSCOE TURNER AIR RACE GAME

GAME

Southern Games 1960

He looks like "Wrong-Way Corrigan" to me. Rare game.

Courtesy of Jeff Lowe's ExtravAGAMEza

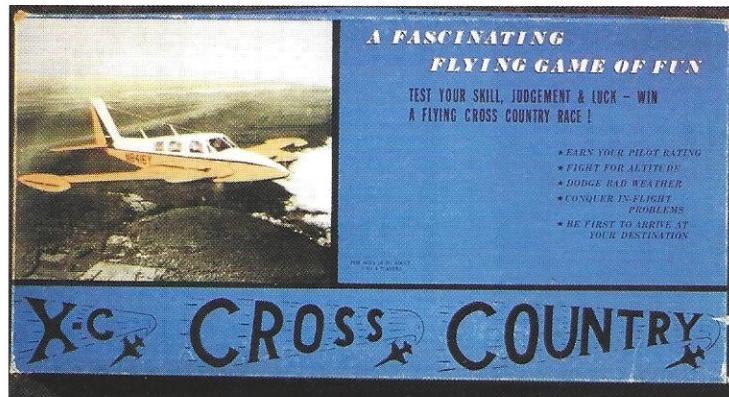
\$125 - \$150



### HOME GOLF

Mel Weiss Ent. 1961

\$75 - \$85

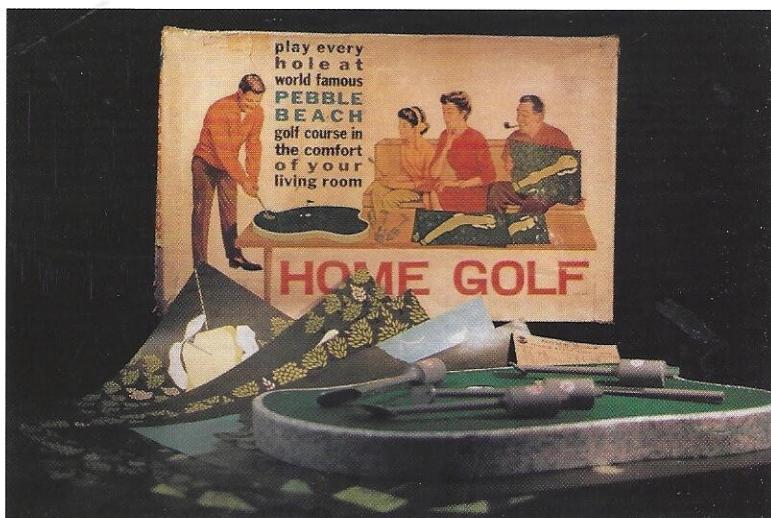


### X-C CROSS COUNTRY

Krieg Brand Products 1969

"Win a flying cross country race!" Cool plastic airplanes.

\$30 - \$40

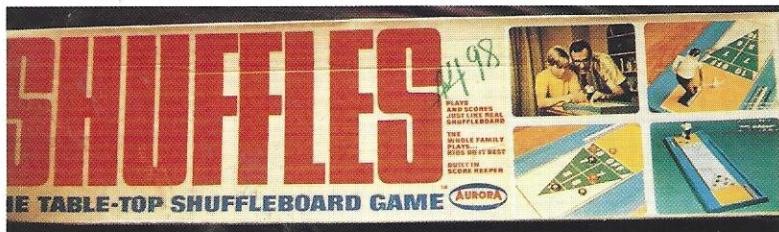


### HOME GOLF

Mel Weiss Ent. 1961

Huge, rare golf set included eighteen "holes," a full set of plastic clubs, Styrofoam ball, scorecards, and large putting green with built-in cup.

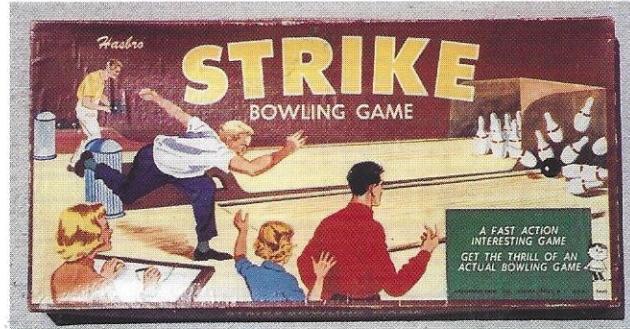
Mom seems mystified by the whole process. One of the nicer attempts to bring the experience of golf inside "the comfort of your living room."



### SHUFFLES

Aurora 1969

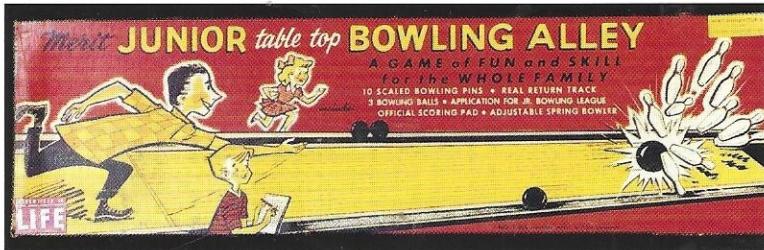
"The Table-top Shuffleboard Game." Very large mechanical game is really cool. Scarce game by company that made few.  
\$40 - \$50



### STRIKE

Hasbro 1950s

Obscure bowling game.  
Courtesy of Jeff Lowe's ExtravaGAMEza  
\$25 - \$30



### JUNIOR TABLE TOP BOWLING ALLEY

Merit 1961

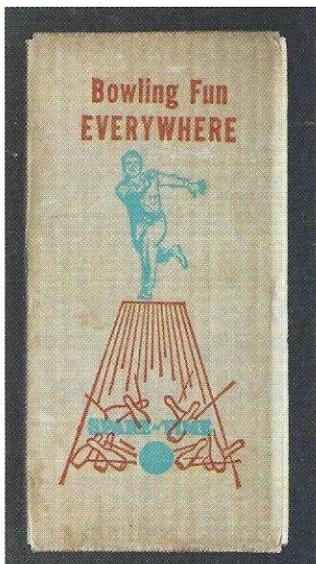
"As Advertised in Life."  
\$40 - \$50



### WHIZ BOWL

Zenith Toy Corp. 1950s

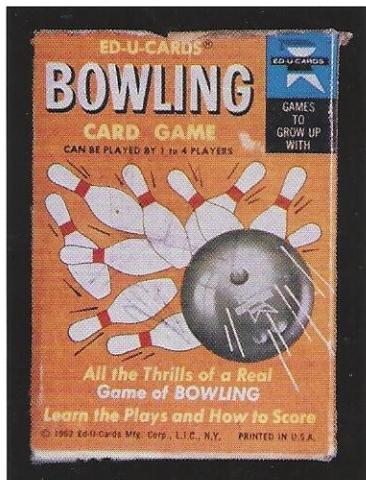
This and Pee Dee's 1958 HIT AND TOUCH MECHANICAL BOWLING GAME are the forerunners of SKITTLE BOWL (see first book).  
Courtesy of Jeff Lowe's ExtravaGAMEza  
\$20 - \$30



### SPARE-TIME

Spare-Time 1960s

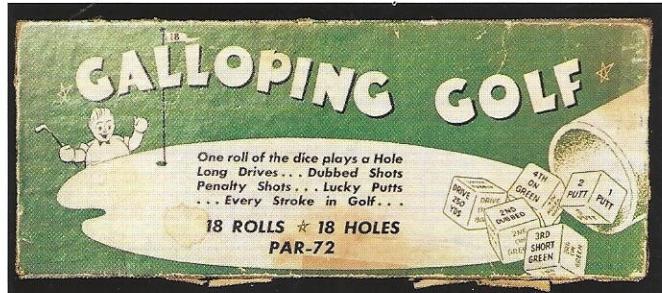
Small game in which special dice came in plastic bowling pin container.  
\$10 - \$15



### BOWLING CARD GAME

Ed-U-Cards 1962

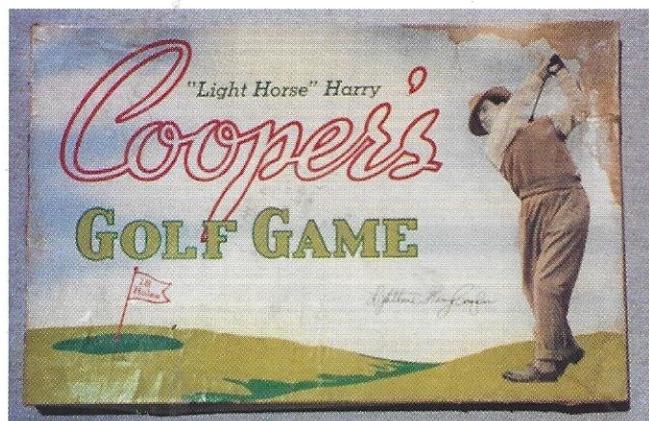
Similar to BOWLO (see first book).  
\$5 - \$7



### GALLOPING GOLF

Bee-Line Products 1950s

Dice golf game.  
\$15 - \$20

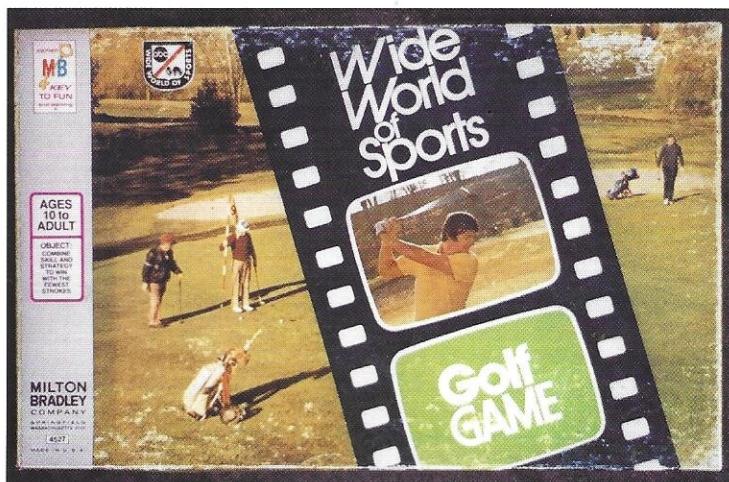


**LIGHT HORSE HARRY COOPER'S GOLF GAME**

Trojan Games 1943

Courtesy of Jeff Lowe's ExtravaGAMEza

\$150 - \$200



**WIDE WORLD OF SPORTS GOLF GAME**

Milton Bradley 1975

Game series included Auto Racing and Tennis.

\$25 - \$30



**BING CROSBY'S INDOOR RETURN-A-PUTT**

Bing's Things 1959

Large plastic mound returns balls automatically (if you putt into the mound).

\$40 - \$50



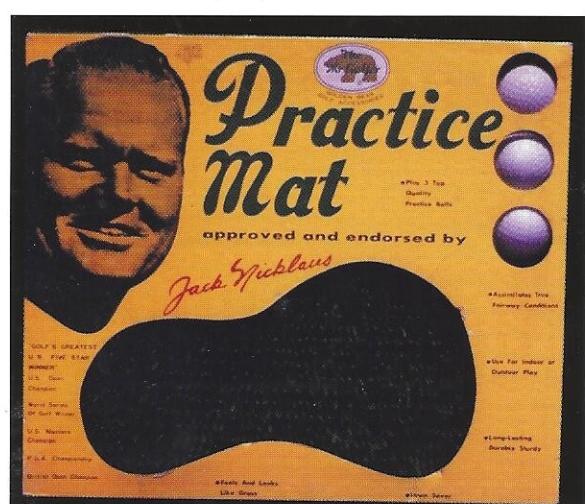
**BIRDIE GOLF**

Barris Corp. 1964

Rare game.

Courtesy of Jeff Lowe's ExtravaGAMEza

\$50 - \$75

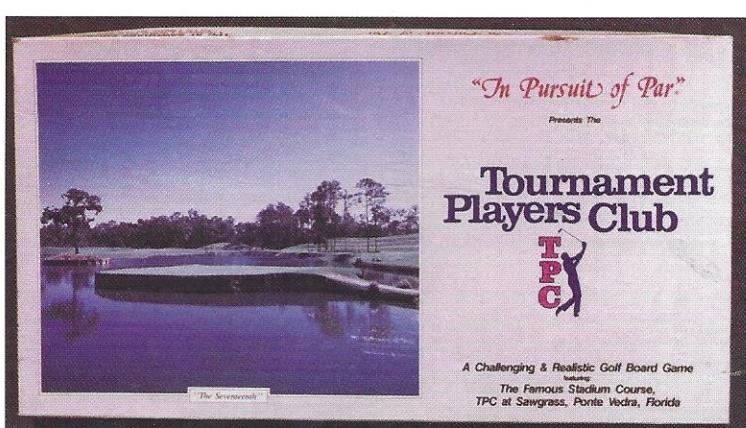


**JACK NICKLAUS PRACTICE MAT**

Dynaball Corp. 1960s

"Approved and Endorsed by Jack Nicklaus."

\$25 - \$35

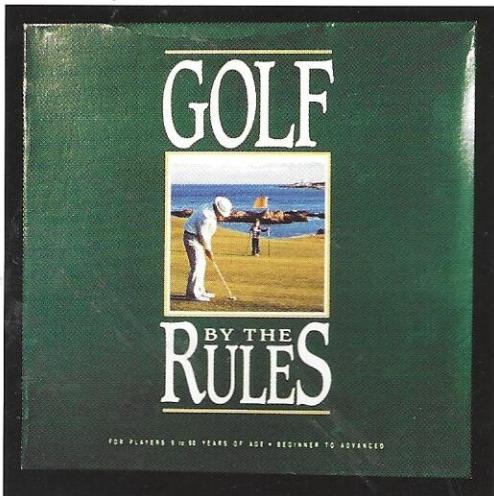


**IN PURSUIT OF PAR**

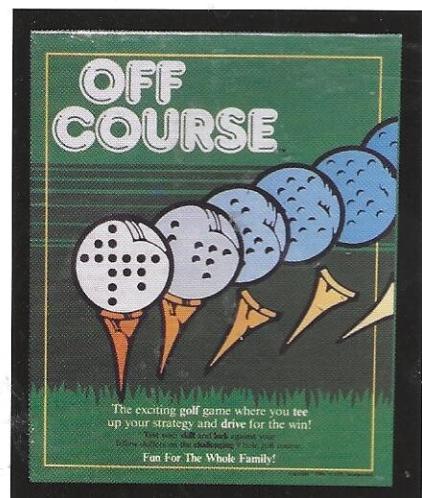
Pursuit of Par Co. 1988

Game emulates the TPC at Sawgrass, Ponte Vedra, Florida.

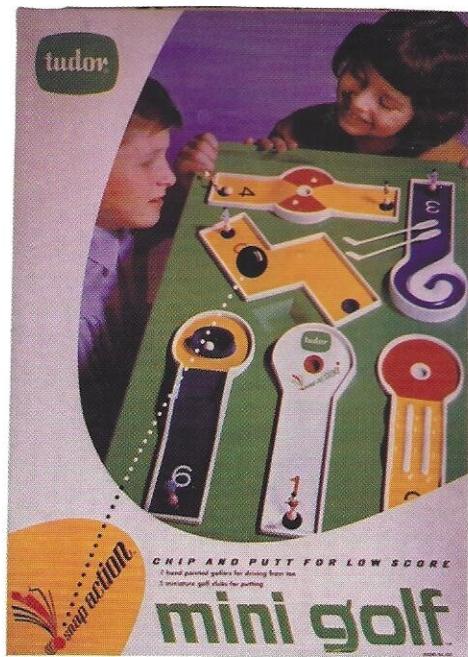
\$20 - \$25



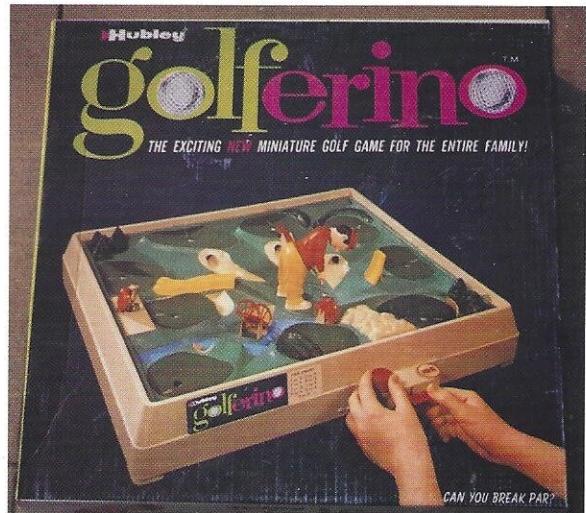
**GOLF BY THE RULES**  
J.D. Golf Rules, Inc. 1990  
Trivia game that teaches golf rules.  
\$10 - \$15



**OFF COURSE**  
Slade, Inc. 1986  
\$15 - \$20



**MINI GOLF**  
Tudor 1960s  
"Snap Action" helped you propel the "ball" into the different miniature golf style holes in this scarce game. From a small series of large "snap action" sports games.  
\$25 - \$35



**GOLFERINO**  
Hubley 1963  
A real miniature golf game. You control a golfer who tries to putt up bridges, through tunnels, and around corners to win the "Loving Cup"... which pops out of the last hole. This rare game was re-released years later by another company and called PIVOT GOLF. The only other game this company made is the much sought after JUNGLE HUNT.  
\$175 - \$250



Closeup of GOLFERINO.

## Chapter Three Remco Industries



Remco Industries, Inc. was started in 1949 by two young men in their mid-twenties, Issac Heller and Saul Robbins. Their New Jersey based "factory" (they employed one other person beside themselves in the beginning) exploited a new-fangled discovery whose properties were just beginning to be appreciated: plastics. They made toys, "Walkie-Talkie" toys to be precise; but, they would eventually grow into one of the country's biggest toy manufacturers.

The battery operated "Big Plastic" toys they made, like the SCREAMING MEE-MEE GUN, WHIRLYBIRD HELICOPTER, FIGHTING LADY BATTLESHIP, FIREBIRD-99 DASHBOARD, FLYING FOX AIRLINER and the whole MONKEY DIVISION and HAMILTON INVADERS series excited a whole generation of kids from the 1950s through the 1960s. They were one of the first toy companies to realize the power of television, and they advertised heavily. Though inelegant, their slogan "EVERY BOY WANTS A REMCO TOY... AND SO DO GIRLS" is emblazoned in the minds of a million children who sat glued to the tube in those early years.

Toys were their thing, but they also made board games. And although they made few games, they now occupy their own niche in board games collecting.

The company's first games seem to have been made in 1958, as part of the "Giant Wheel" series. These games came in large, coarse, cardboard boxes, but the covers were printed with delightfully simplistic cartoon drawings that were very appealing. The "Giant Wheel" was a large plastic (of course) "wheel-of-fortune" type device that the players would put together and set up. Once assembled, the wheel was spun. A small piece of plastic at the top of the wheel made the "klak-klak" sound of a playing card attached to a bicycle wheel's spokes as it revolved. The number or icon it pointed to gave the amount or position that the player moved his piece.

The playing board was unique in that it was a very large (almost 6 feet long!) colorful playing "mat" that remained rolled up when not in use. Depending on the game, the moving pieces could be plastic cowboys and Indians, horses, cars, or race boats. Some of the games came with other plastic pieces or cards that augmented play.

Games from this series included GIANT WHEEL COWBOYS AND INDIANS, GIANT WHEEL THRILLS AND SPILLS HORSE RACE GAME, GIANT WHEEL OLD MAID, GIANT WHEEL BINGO, GIANT WHEEL MISSISSIPPI SPEED BOAT RACE and GIANT WHEEL HOT ROD SPORT CAR RACE.

I guess the next logical step from a device that acts like a pair of dice IS a pair of dice, and the next series was called TUMBLEBUM DICE. These games were built exactly the same as the GIANT WHEEL series except, instead of the wheel, a large plastic dice cage (similar to ones in ritzy chuck-a-luck casino games) was used. Players spun this from the handles on the sides, and took their movements from the die. The games from this series included NOTCH, SHMO and MELVIN THE MOON MAN. In addition, these three games were sold together in a very rare "COMBINATION DICE GAME" for a short period.

A series of games in a much smaller size came out in the very early sixties with names like FLAPJACK, and HOT POTATO. These were very simple skill-and-action games that relied on plastic pieces, whether they be "flapjacks" or "potatoes." At the same time, a similar sized series came out that had small plastic playing boards. These were traditional "track" games (players moving their pawns around a track, from beginning to end), with small plastic playing pieces and, sometimes, decks of cards. This series is hard to find, and included PIN-HEAD, KICK THE CAN, DOUBLE OR NOTHIN' and JOHNNY ON THE PONY. Again, the simple art is beautiful.

Then, in 1961, Remco developed a skill and action game that was to become one of the biggest selling games of its day: FASCINATION. FASCINATION stayed a big seller for the company all the way through 1969. The game consisted of two double-sided plastic mazes that were attached to two battery-operated light towers. The two players each had 3 metal balls that they tried to coerce through the plastic maze and into the three final slots. The first player to accomplish this would have his tower light up with his color (red or blue), and he would be declared the winner. Very simple, but it took the game community by storm. A spin-off called HIPPOPOTAMUS (with an electric "puzzle") was introduced, as well as blatant attempts to copy their own success with games called FASCINATION POOL and FASCINATION CHECKERS. Neither of these latter games were electric, nor were they nearly as much fun. Another game, called FRUSTRATION BALL, appeared and, although neat, faded into obscurity after lackluster sales.

In 1962, it appears the company started to experiment with licensing existing characters, and produced an amazing battery operated toy for Gerry Anderson's *SUPERCAR* television show, based on the car itself. Toys were created for other TV shows in 1964, such as *THE MUNSTERS* and *VOYAGE TO THE BOTTOM OF THE SEA*, as well as a series of dolls based on *THE BEATLES*.

However, the first board games from this period seem to come from 1965 with games based on the hit music shows *HULLA BALOO* and *SHINDIG*. A doll Remco developed, called Heidi, got her own game called *HEIDI ELEVATOR GAME*. These games were very simply made, and without much substance. They were the same size and shape as most board games, with a folding game board and cardboard die cut pawns to move around.

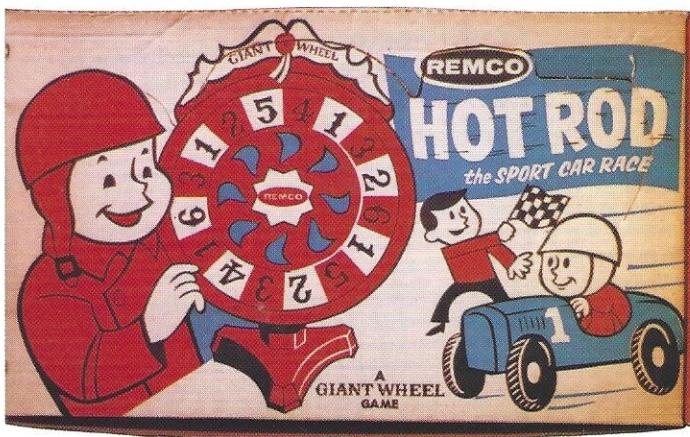
The company seemed to switch to super heroes in 1966, with toys based on *BATMAN* and *THE GREEN HORNET*, although they did create one of the most desirable games of any era, the *LOST IN SPACE* 3-D SPACE GAME. This extremely rare game had a game board constructed in three dimensions, with plastic spacemen playing pieces moving from one level to the next.

From there the company seems to have given up on board games until the last two years of the 1960s. In 1968-69, Remco produced games based on the television shows *HAWAII FIVE-0*, *THE MOD SQUAD*, *THAT GIRL*, *FAMILY AFFAIR*, *LANCER* and the completely obscure ABC mystery show, *JOURNEY TO THE UNKNOWN*. An "Electric Quiz" series also included CHITTY CHITTY BANG BANG, based on the movie.

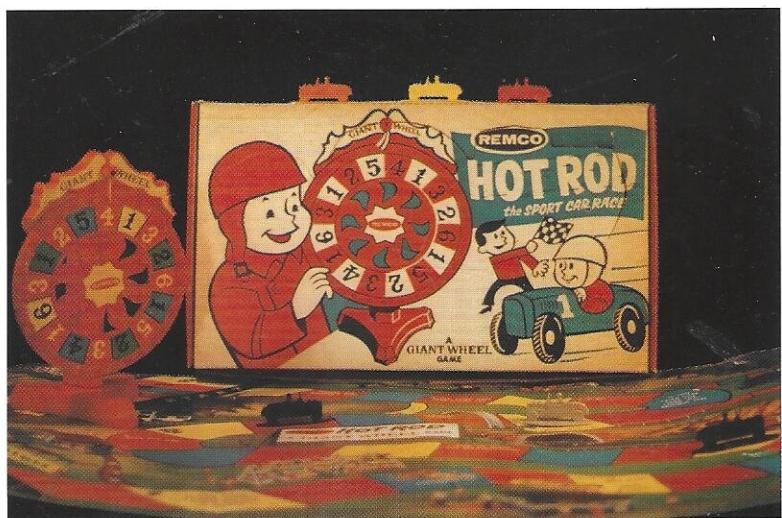
All of the board games Remco produced are scarce, but those from this last effort represent some of the rarest and hardest to find of any games. As such, their worth is high. Collectors value them not only for the popularity (or lack of popularity) of the shows involved, but for their incredible scarcity.

Remco continued to produce a few games here and there after this period, like BOP BASEBALL, SPORTS ELECTRIC QUIZ, MYSTERY ZODIAC, MONKEY AUTO RACES, and THE MAGIC MAGIC MAGIC GAME; but the 1970s were hard for Remco and all toy companies. In the seventies, Remco sold out to Azrak/Hamway.

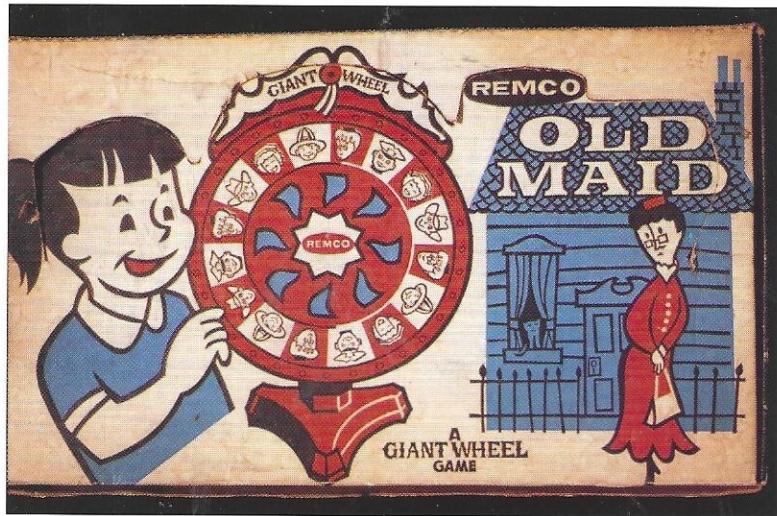
Remco may not have made a lot of games, but the ones they DID make left a lasting impression on many boys...and girls too!



**HOT ROD**  
Remco 1960  
\$65 - \$75



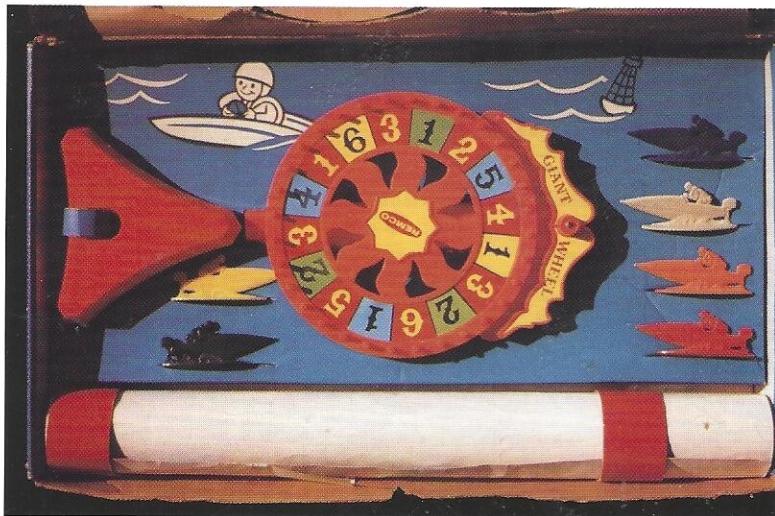
**HOT ROD**  
Remco 1960  
"The Sport Car Race." All the "Giant Wheel" games came with a large rolled mat which served as the playing board, and the 12" tall Giant Wheel. Spinning the wheel determined your movement on the board. Cool plastic "hot rods" raced around the track, avoiding spinouts and crashes. This particular set is probably the hardest to find of the Giant Wheel series.



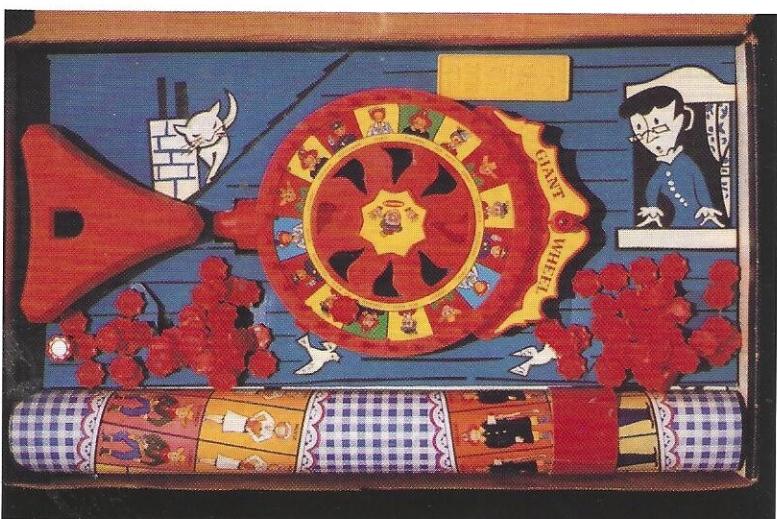
### OLD MAID

Remco 1960

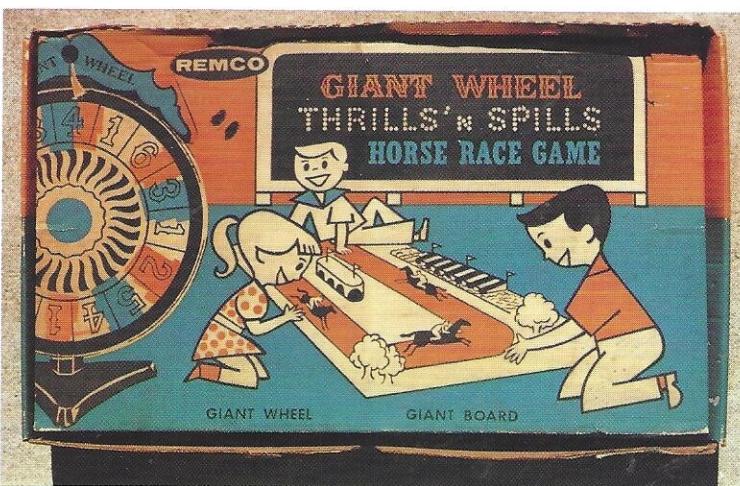
A cross between the card game Old Maid and bingo. Plastic chips were placed on your section of the play mat in accordance to the figures on the "Giant Wheel." Avoid the large plastic Old Maid card. Hard to find set.  
\$35 - \$45



Inside of MISSISSIPPI.



Inside of OLD MAID.



### GIANT WHEEL THRILLS 'N SPILLS HORSE RACE

Remco 1958

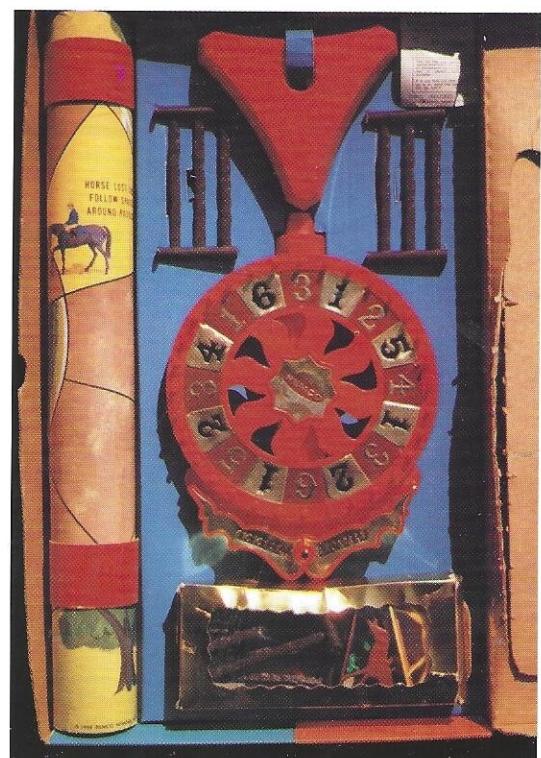
THRILLS 'N SPILLS and GIANT WHEEL COWBOYS AND INDIANS were Remco's first games. Straight-forward horse racing game, except the Giant Wheel determined the moves. Plastic horses were used as well as plastic "wooden" steeplechase fences. The cover gives the impression that the game is three-dimensional, but it's the same flat mat playing board. Instructions were on the bottom of the box for these two games, the first and last time Remco did this.  
Courtesy of Rick Polizzi  
\$35 - \$45



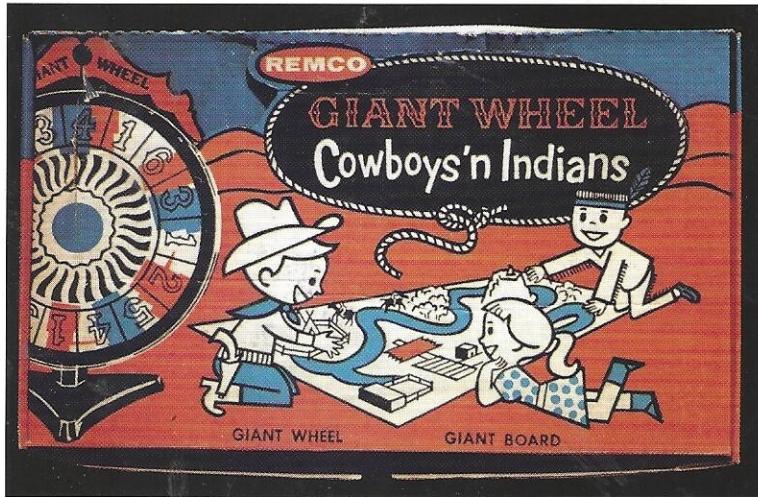
### MISSISSIPPI

Remco 1960

"The Speed Boat Race." Similar to HOT ROD except the Giant Wheel directed plastic speed boats around the board, hopefully avoiding trouble and seeking the finish line. Uncommon in the series.  
\$55 - \$65



Inside of THRILLS' N SPILLS HORSE RACE.



#### GIANT WHEEL COWBOYS AND INDIANS

Remco 1958

Remco's "other" first game. Plastic Cowboy and Indian pieces. The plastic fences are now "corrals" and fences around the Indian village. The Giant Wheel controls the moves and players can leap over fences to take shortcuts. It's interesting that the object for the Indians is to get home to their village, while the object for the cowboys is to go to jail.

\$50 - \$55



#### SHMO

Remco 1959

Remco next created the "Tumblebum Dice" series, where the "Giant Wheel" was replaced by a very large plastic dice cage. The cage was spun and the dice tumbled down. The large playing pieces and huge rolled mat continued. In this baffling game, the kid who lands on a Shmo space (which shows the shmo going to school without his pants or pouring salt into his Dad's coffee) takes a shmo card and performs whatever weird activity is called for on the card. Mercifully, the object is to *not* be a shmo.

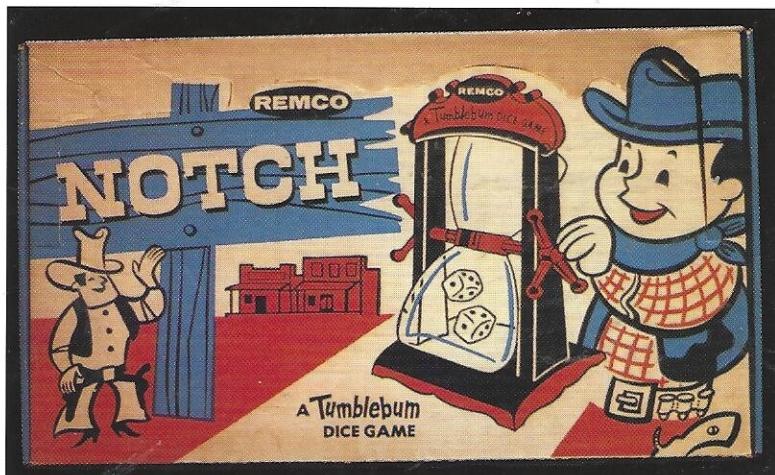
\$35 - \$45



Inside of COWBOYS AND INDIANS.

Not shown: GIANT WHEEL PICTURE BINGO, Remco 1960.

\$25 - \$35

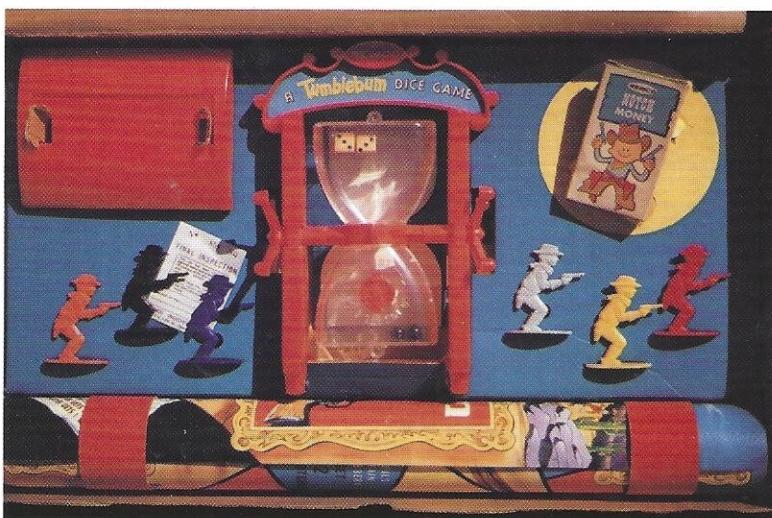


#### NOTCH

Remco 1960

Large plastic cowboy playing pieces. The Tumblebum told you your moves. You went around the board doing good deeds (saving schoolmarm on runaway horse, stopping bank holdup). By doing this, you'd get "notches." In the end, the notches are converted into "notch money." The one with the most money wins. I have no idea how kids would have kept track of how many notches they had earned through the course of the game.

\$40 - \$50



Inside of NOTCH.



### MELVIN THE MOON MAN

Remco 1959

Large plastic spacemen. Similar to NOTCH, only instead of getting "notches" for good deeds, you get "moon bucks" for ripping-off the Moon Men. The Tumblebum directs you in trading your camera for moon bucks or selling views of the earth through a telescope. To reach the finish, you can either bribe Melvin or take the long way around. \$55 - \$65



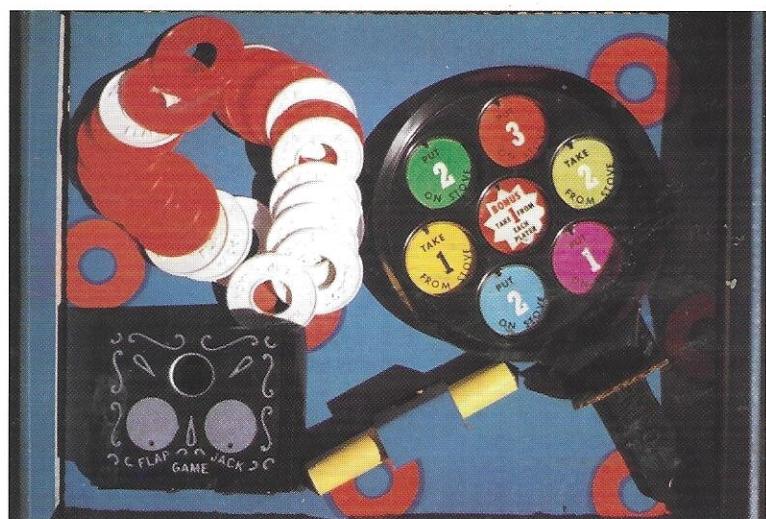
### FLAPJACK

Remco 1959

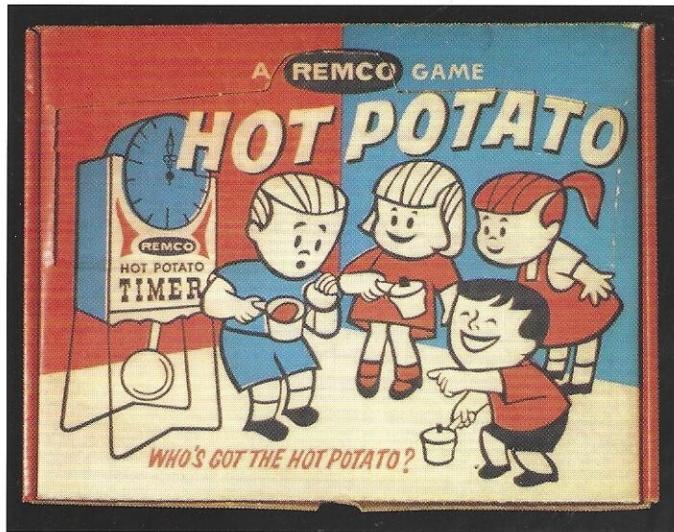
More toy than game, players flipped plastic flapjacks. Depending where they landed, players give or take flapjacks away. \$25 - \$35



Inside of MELVIN THE MOON MAN.



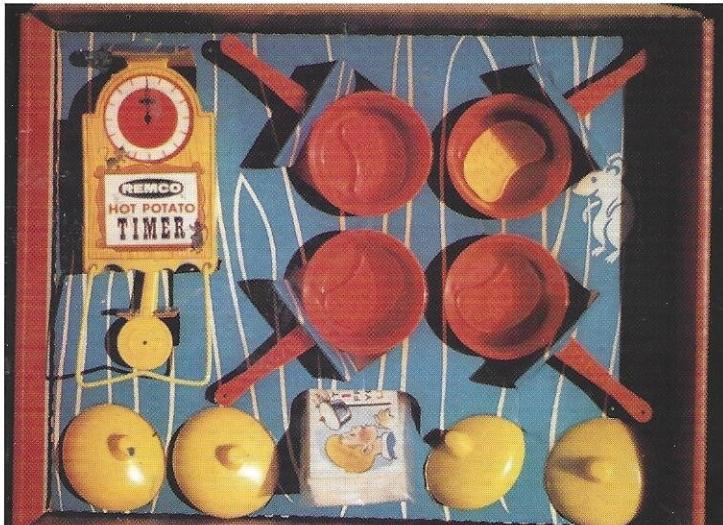
Inside of FLAPJACK.



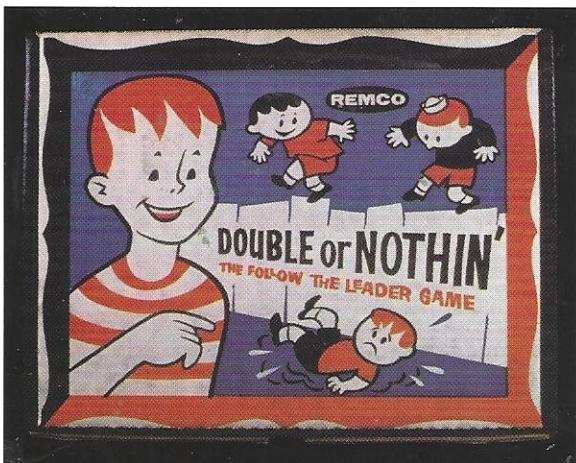
### HOT POTATO

Remco 1959

Players hid the hot potato in one of the four pots, and cards told them which pot to take from whom. Game included an old-time clock windup timer. \$25 - \$35



Inside of HOT POTATO.



#### DOUBLE OR NOTHIN'

Remco 1959

"The Follow the Leader Game." In the late fifties Remco started this series of small, simple games. Each included a small plastic game board, small plastic moving pieces and cards or dice. A far cry from the giant Tumblebum and Giant Wheel games. In this game players advanced down a path picking cards which would double their dice roll or give them nothin'.

\$30

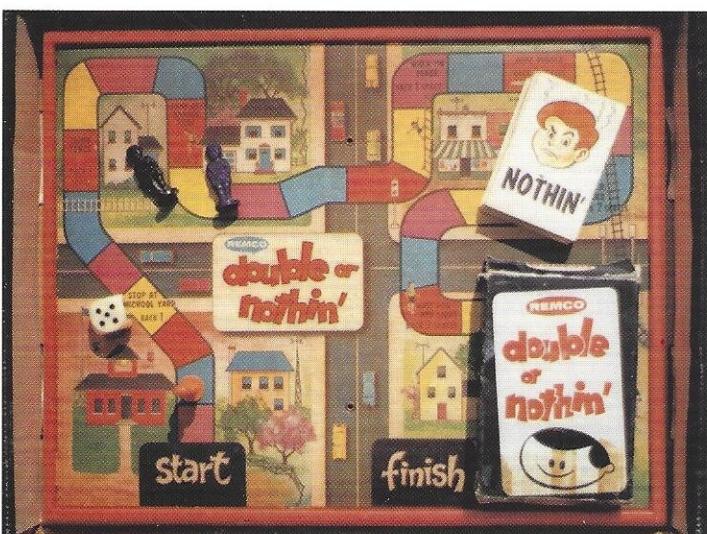
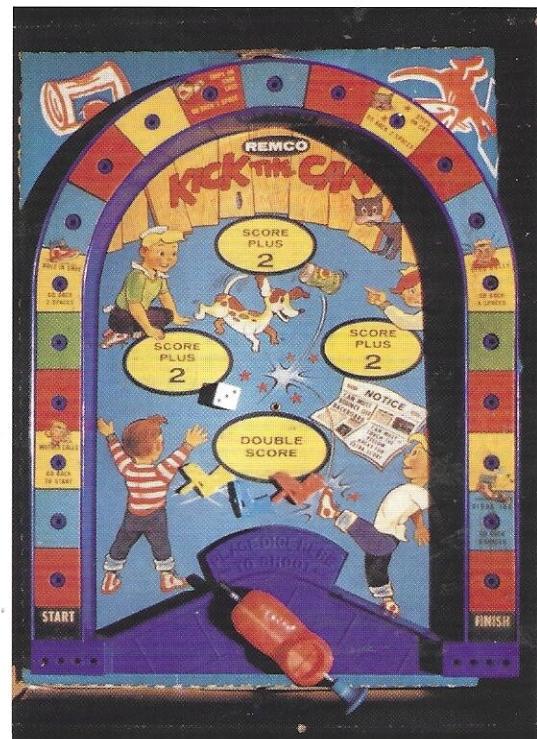
Above right and right:

#### KICK THE CAN

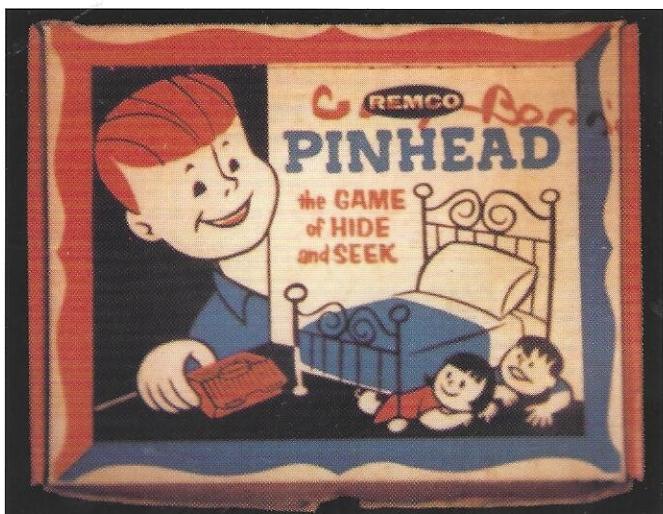
Remco 1959

"A Great Old Game." Pretty lame game which had a plastic spring loaded "shoe" kicking the dice. That's it. There were only 21 spaces in the whole game! It's interesting to note that Remco used a different artist for the outside and inside of their games. I much prefer the simplified elegance of the outside covers on all their games to the garish heavy-handed "comic book" style on the inside.

\$25 - \$35



Inside of DOUBLE OR NOTHIN'.



#### PINHEAD

Remco 1959

"The Game of Hide and Seek." Simple track game, but one of the weirdest covers they put out (giving the impression that you're playing LAND OF THE GIANTS).

\$25 - \$30

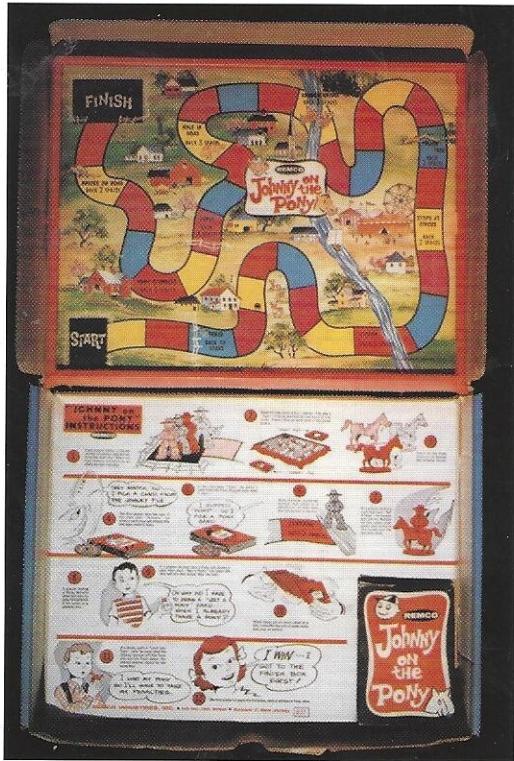


### JOHNNY ON THE PONY

Remco 1959

"The On Again, Off Again Game." Game included cute little plastic "Johnny" and "Pony" pieces. Players flipped a Johnny/Pony coin to determine which card stack they choose from. First player to stay mounted on his pony and reach the finish won.

\$40 - \$45



Inside of JOHNNY ON THE PONY.



### FASCINATION

Remco 1961

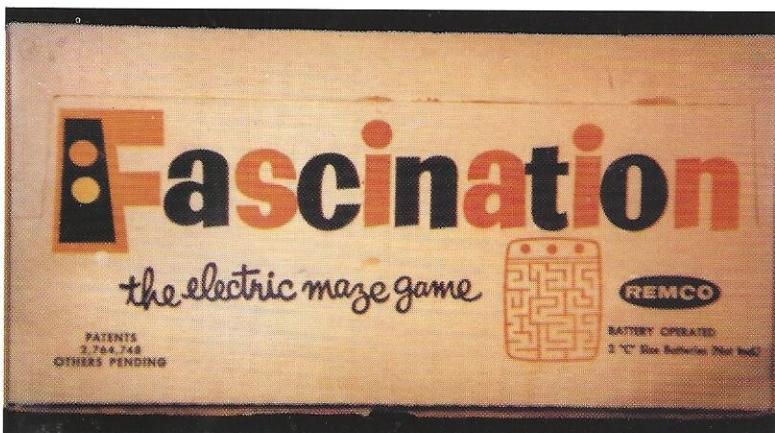
This was a different box style put out the same year.  
\$25



### FASCINATION

Remco 1968

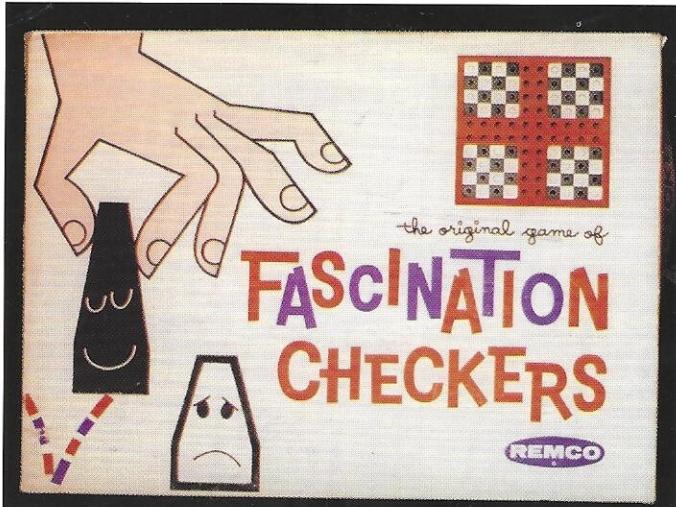
This photo box cover was the last incarnation by the company.  
\$30



### FASCINATION

Remco 1961

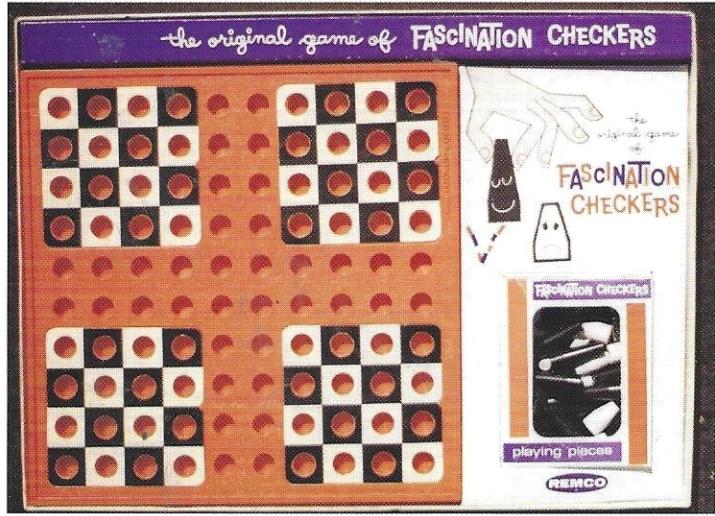
Original box. This was Remco's big hit. Players tried to maneuver three metal balls through plastic mazes in an attempt to be the first to light up his or her colored light. Simple, but very Fascinating...  
\$25 - \$35



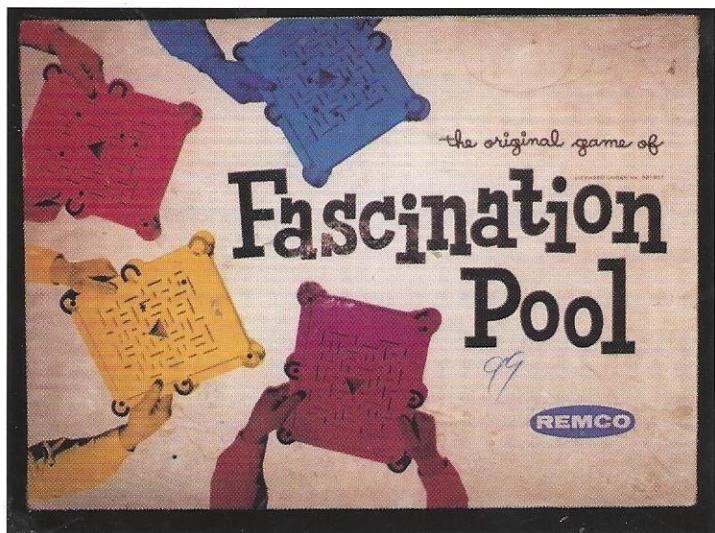
### FASCINATION CHECKERS

Remco 1962

Remco attempts to cash in on the success of FASCINATION. The only thing fascinating about this Chinese Checkers variant was the name.  
\$20 - \$25



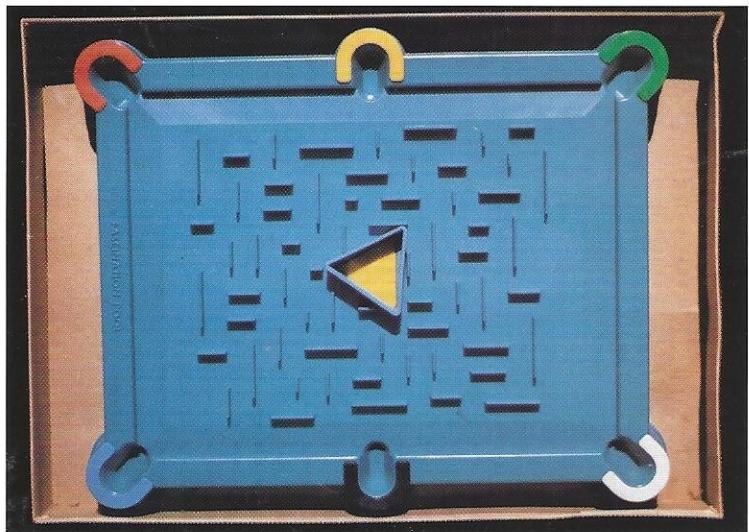
Inside of FASCINATION CHECKERS.



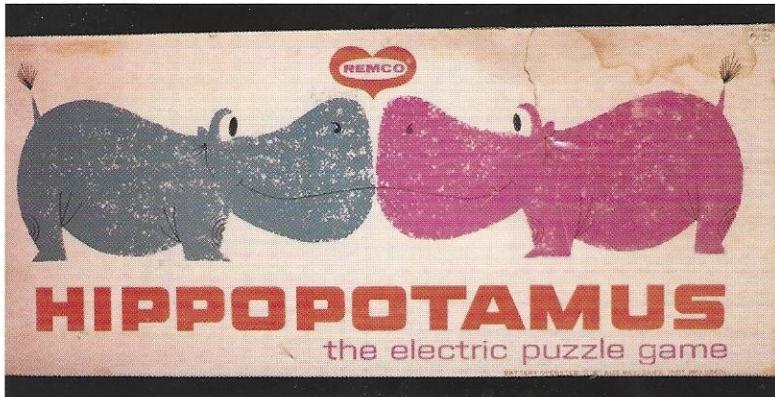
#### FASCINATION POOL

Remco 1962

Another game fashioned after FASCINATION. Players attempt to put different colored balls into same colored pockets simultaneously. But nothing lights up.  
\$20 - \$25



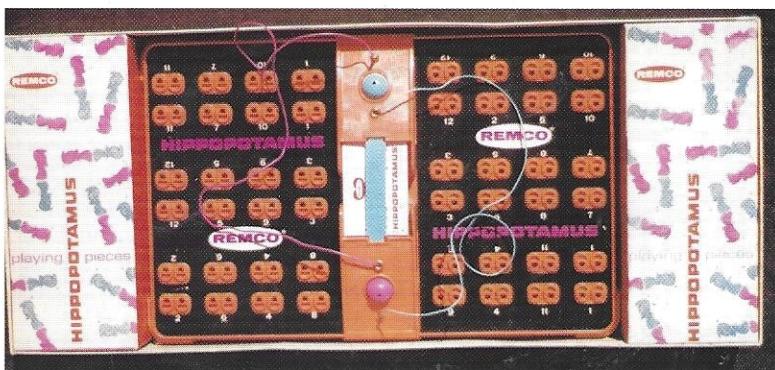
Inside of FASCINATION POOL.



#### HIPPOPOTAMUS

Remco 1961

Electric game using the same colored light system to determine the winner; but, this game uses the completion of simple puzzles as the race, not marbles in mazes. A similar system was used in HULLABALOO ELECTRIC TEEN GAME in 1965.  
\$25 - \$35

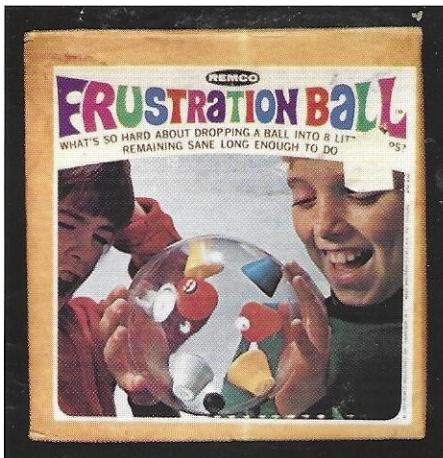


Inside of HIPPOPOTAMUS.

#### FRUSTRATION BALL

Remco 1969

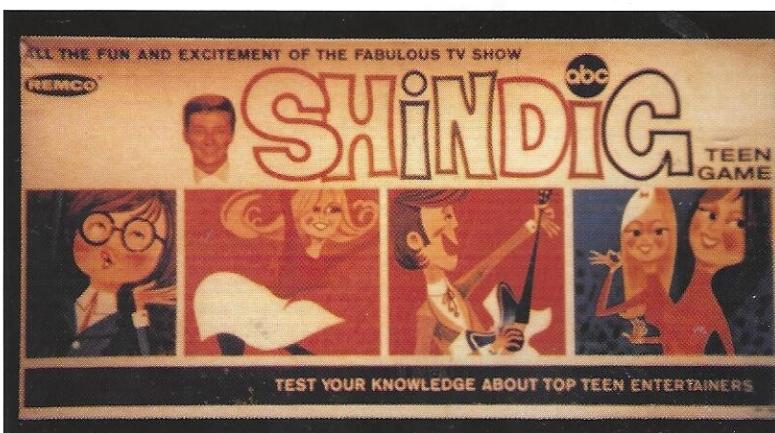
This nasty entry came late in the game for Remco. Using a round plastic sphere, you had to drop a metal ball from eight little cups, in order. They called it FRUSTRATION BALL because IRRITATING BALL was already taken.  
\$20



#### SHINDIG

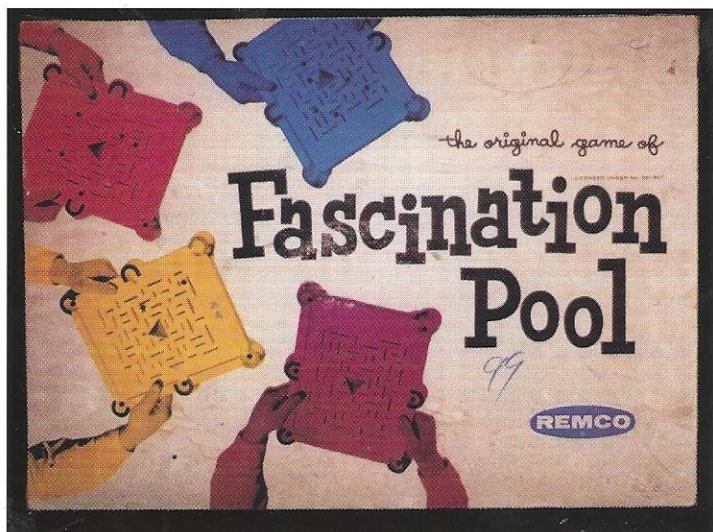
Remco 1965

Among the first licensed games by Remco, along with HEIDI ELEVATOR and HULLABALOO. Based on the ABC TV show starring Jimmy O'Neill, it was basically a simple music trivia game.  
\$45 - \$55





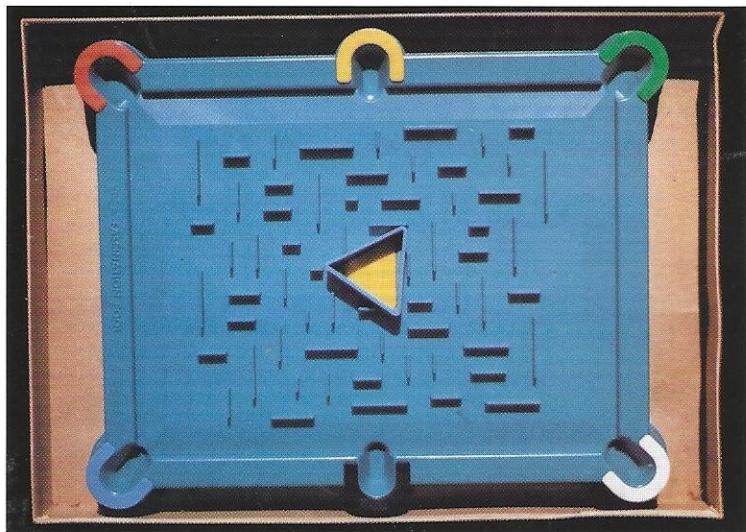
Inside of FASCINATION CHECKERS.



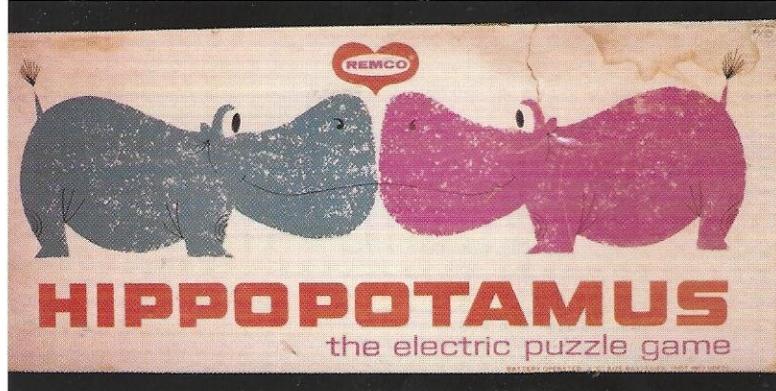
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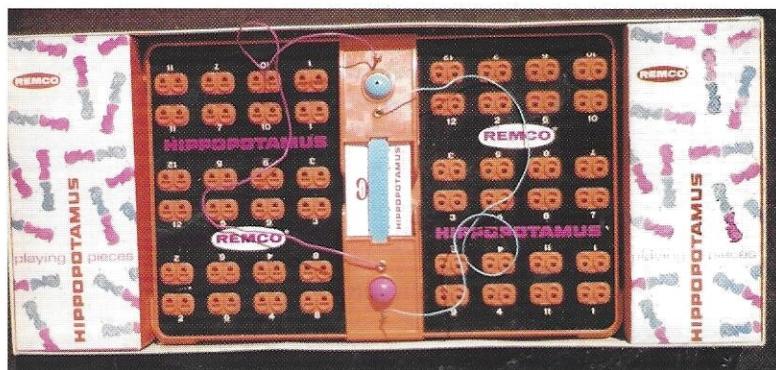
Inside of FASCINATION POOL.



#### HIPPOPOTAMUS

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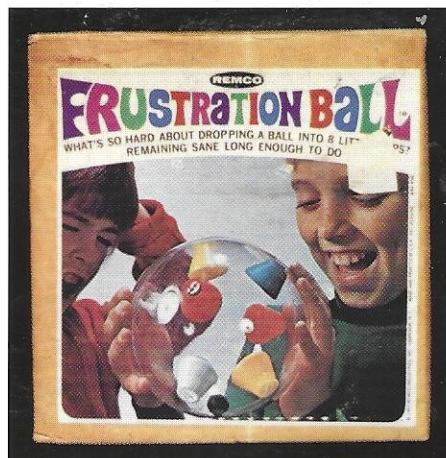


Inside of HIPPOPOTAMUS.

#### FRUSTRATION BALL

Remco 1969

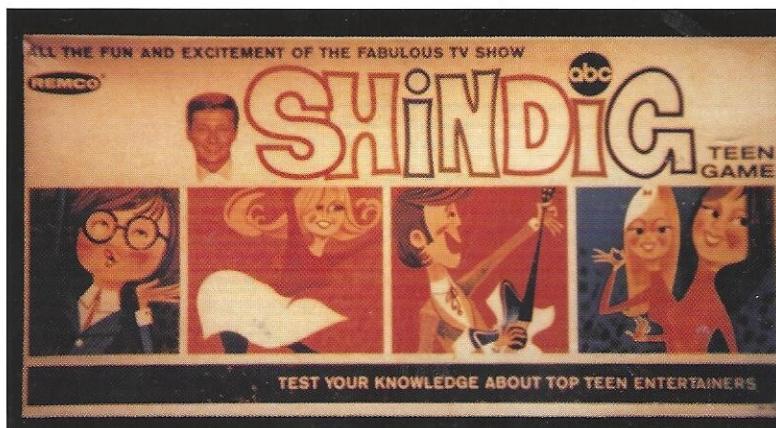
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\$20



#### SHINDIG

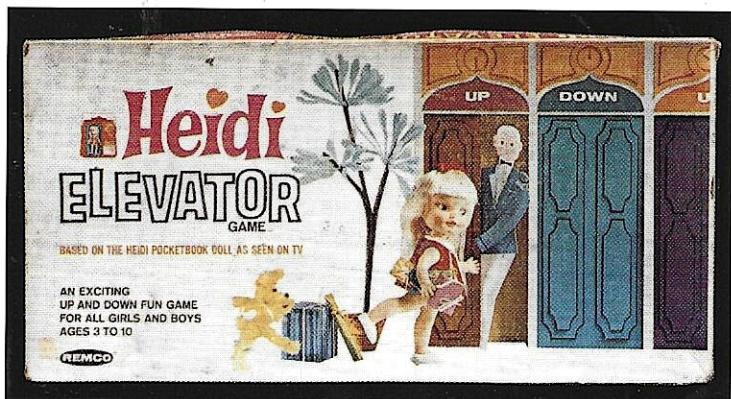
Remco 1965

Among the first licensed games by Remco, along with HEIDI ELEVATOR and HULLABALOO. Based on the ABC TV show starring Jimmy O'Neill, it was basically a simple music trivia game.  
\$45 - \$55





Inside of SHINDIG.



#### HEIDI ELEVATOR GAME

Remco 1965

"Based on the Heidi Pocketbook Doll, as seen on TV," which was, of course, made by Remco. This simple game, more in the traditional game style (with pawns and spinner), involves players riding up and down an elevator, waiting for the proper time to get on or off a floor (kind of like DONKEY KONG JR.) and reach the bottom. If two Heidi's occupy the same floor at the same time, they must shout "Hi, Heidi" or lose a turn (really). \$55 - \$65



Inside of HEIDI ELEVATOR GAME.

#### FAMILY AFFAIR

Remco 1968

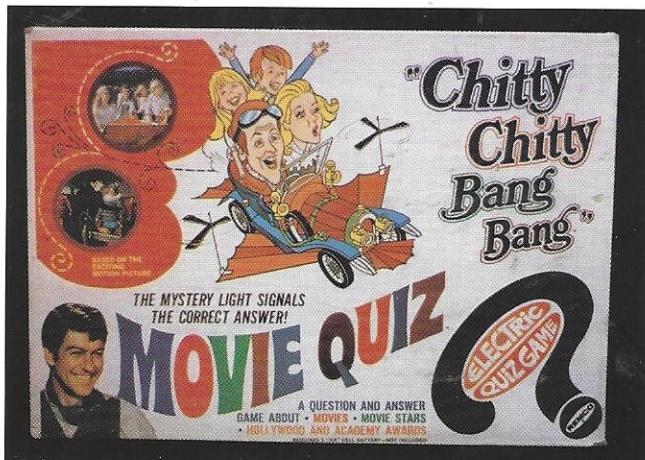
Based on the CBS TV series starring Brian Keith. All the games from this period have simplistic line art on the insert and board. Depending on which section of the board the player is on, the dice will have different meaning. If you're on the Bus and roll a three, Buffy forgot Mrs. Beasley, so you must go back to the Zoo. Roll a one in the Park and you lose a turn. Player who manages to get all five family members back home wins. \$150 - \$200



#### LOST IN SPACE 3D ACTION FUN GAME

Remco 1966

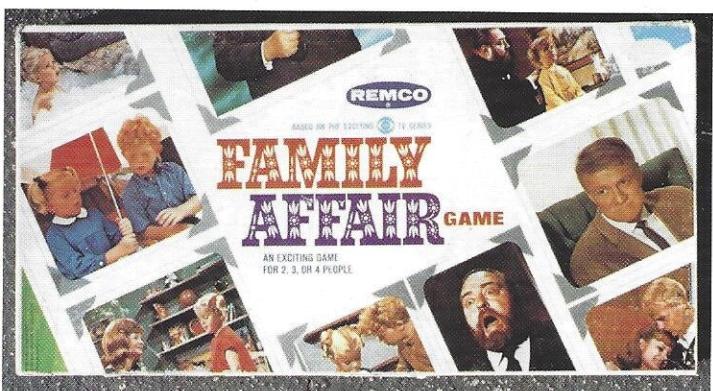
(Exists in color.) Based on the CBS TV series starring the "Space Family Robinson." The most valuable game that Remco made is a simple track game that happens to have three levels. Plastic spacemen obey a spinner and leap from level to level amidst a cardboard futuristic background. \$450 - \$550



#### CHITTY CHITTY BANG BANG ELECTRIC QUIZ GAME

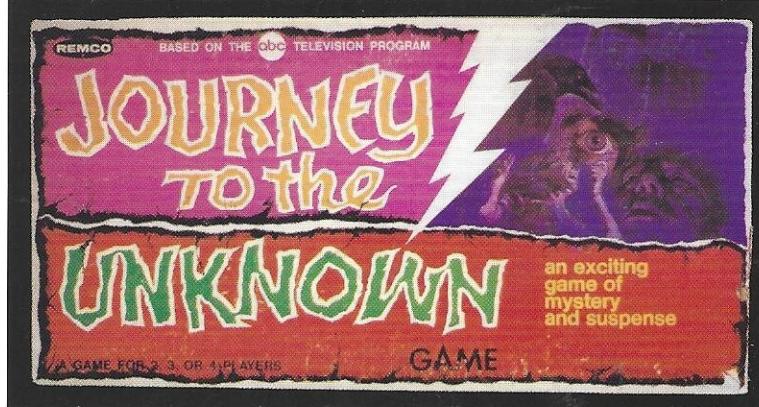
Remco 1968

Based on the movie starring Dick Van Dyke. In 1968-69, Remco released a whole bunch of licensed board games, and all of them are highly prized. This one is similar to HULLABALOO and is essentially a movie trivia game. \$55 - \$70





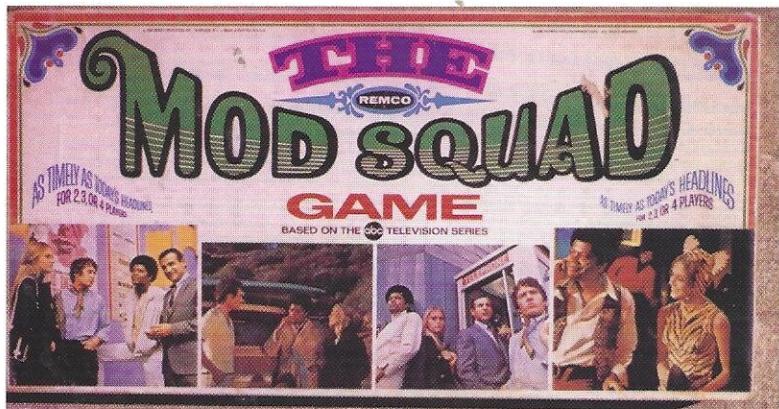
Inside of FAMILY AFFAIR.



#### JOURNEY TO THE UNKNOWN

Remco 1968

Based on the (short-lived) ABC TV series. Rare game in which players must visit secret rooms, collect cards and hurry back to safety. The problem is you don't know where the cards you need are in the many rooms, so you must visit quite a few before collecting all three. A special dice could double your spin.  
\$250 - \$300

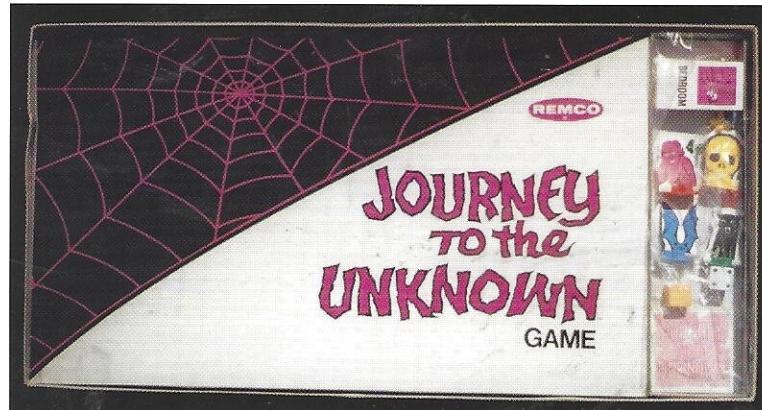


#### THE MOD SQUAD

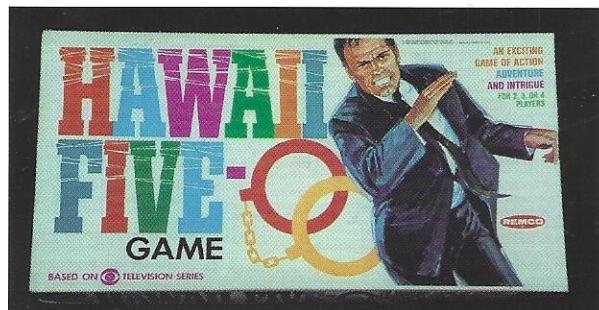
Remco 1968

Based on the ABC TV series. The game is "As Timely as Today's Headlines," which doesn't say a lot for it. Pretty much a game of CLUE, with players going to places on the board looking for clues. Groovy art on the inside, though.

\$175 - \$225



Inside of JOURNEY TO THE UNKNOWN.

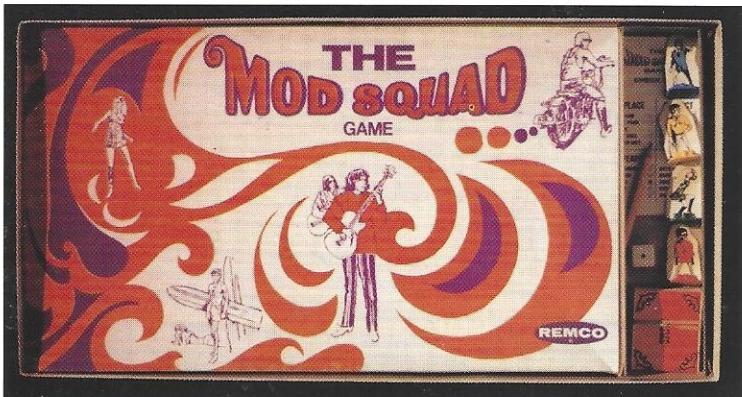


#### HAWAII FIVE-O

Remco 1968

Based on the CBS TV series starring Jack Lord. Game involves Steve McGarrett and his associates searching for information about a crime at various locations on the board, like the Shopping District or the South Beach District.

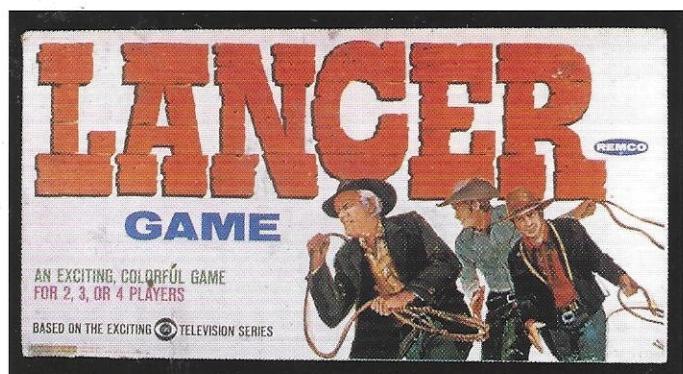
From the collection of Michael Quinn  
\$250 - \$300



Inside of MOD SQUAD.



Inside of HAWAII FIVE-O.



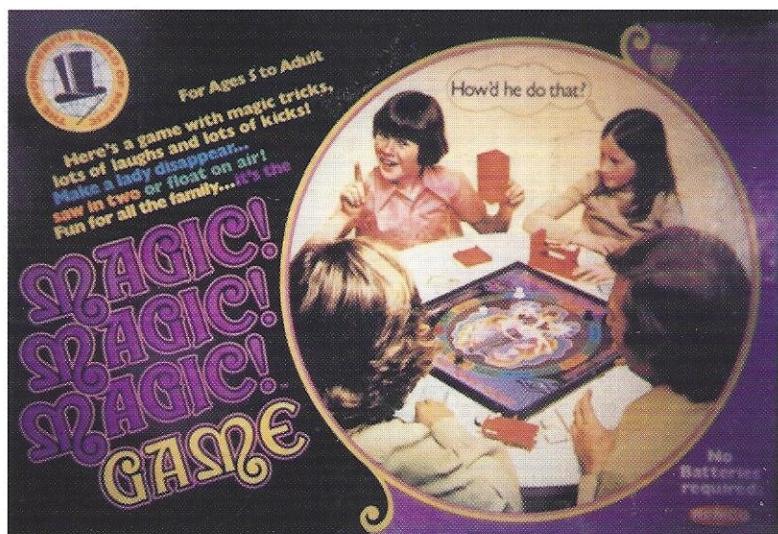
#### LANCER

Remco 1969

Based on the CBS TV series.

Courtesy of Rick Polizzi

\$100 - \$125



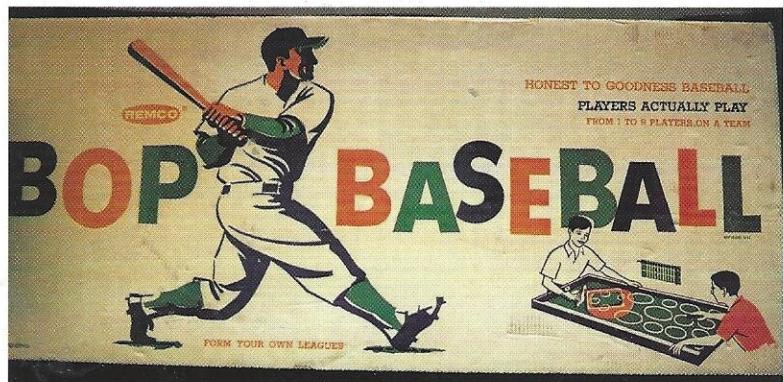
#### MAGIC! MAGIC! MAGIC! GAME

Remco 1975

Remco recycled components of many magician toy packages into this game where players are forced to perform tricks successfully.

\$25 - \$30

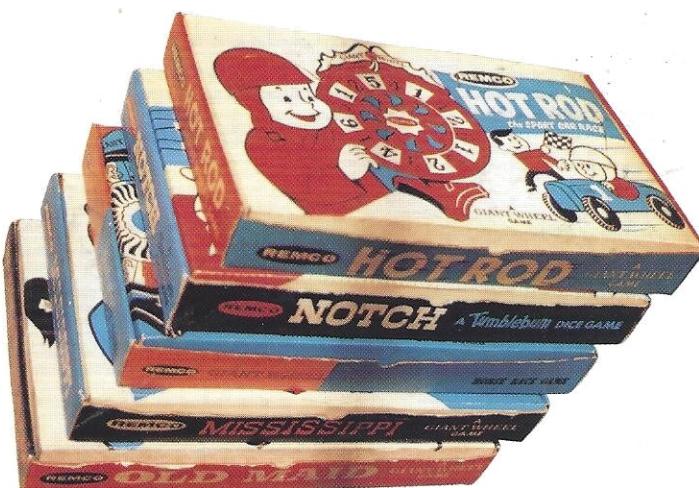
Not Shown: THAT GIRL, Remco 1969, \$250 - \$350; SPORTS ELECTRIC QUIZ, Remco 1969, \$20 - \$30; MONKEY AUTO RACES, Remco 1967, \$25 - \$35; and COMBINATION DICE GAME Remco 1960s(?), \$100 - \$150.



#### BOP BASEBALL

Remco 1961

HUGE wooden game (6 feet long!) had players actually using a bat to hit a baseball puck into scoring position on the board. Uncommon.  
\$50 - \$75



#### THE MYSTERY ZODIAC

Remco 1969

Large plastic device is more of a fortune telling machine than a game. Has logo which says "From the Little Old Toymaker."  
\$25 - \$35





## Chapter Four General Games



General games are those that defy easy categorization. To me, this section is the "Volkswagen" of board games, the "People's Games," "Meat and Potatoes" games. These are the games that have sustained the genre from the very beginning. These are the games that we grew up with, remember, and enjoy. While the "Porsches" of board games may get all the attention and corresponding value, the games with no special affiliation and no celebrity endorsement remain in our hearts. Collectors eagerly seek out CANDYLAND and MYSTERY DATE because they are fun and complete a link to our past. No one buys the HOGAN'S HEROES BLUFF OUT GAME for its play value.

Card games, marble games, skill and action games, educational games, and games of every description that have historically formed the foundation of board games in general are found in this section.



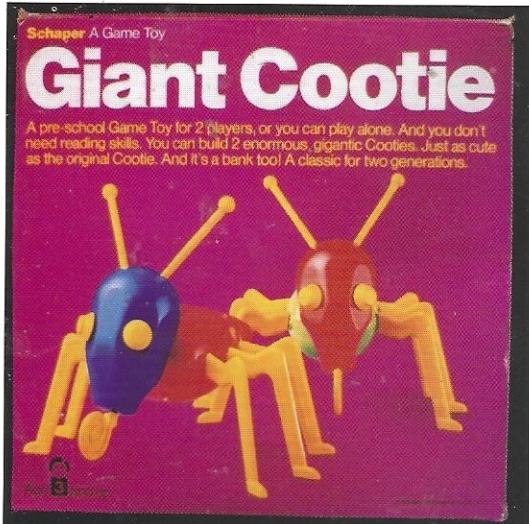
**GIANT COOTIE**  
Schaper 1950s  
\$125 - \$150



### GIANT COOTIE

Schaper 1950s

This was the same game as regular Cootie, but the pieces were huge! The box itself is two feet tall, and the Giant Cooties dwarf a regular cootie (actually a Marx "Busy Bee" rip-off). They were so big they had plugs in their bellies, and doubled as banks. They must of have a hard time selling these, as this game is rare, and subsequent reissues of this exact product happened into the 1970s.

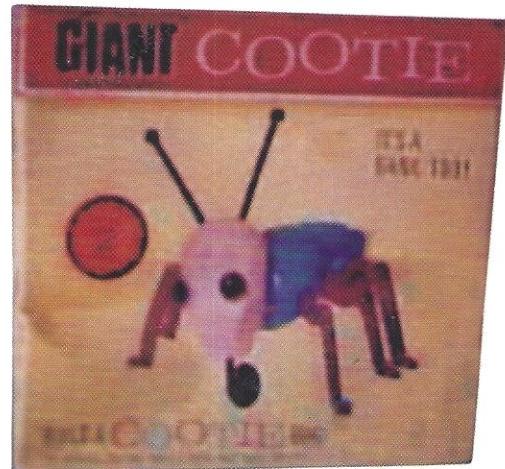


### GIANT COOTIE

Schaper 1978

The last incarnation of the Giant Cootie. Even though the Cootie style had officially changed, the original 1950s version was included in this set. Only two cooties were included.

\$35 - \$45

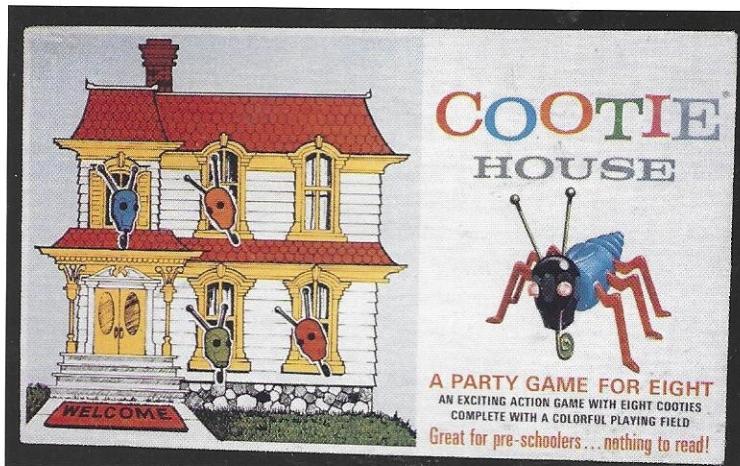


### GIANT COOTIE

Schaper 1972

First reissue of 1950s Giant Cootie. Only 2 were included. Rare.

\$45 - \$55

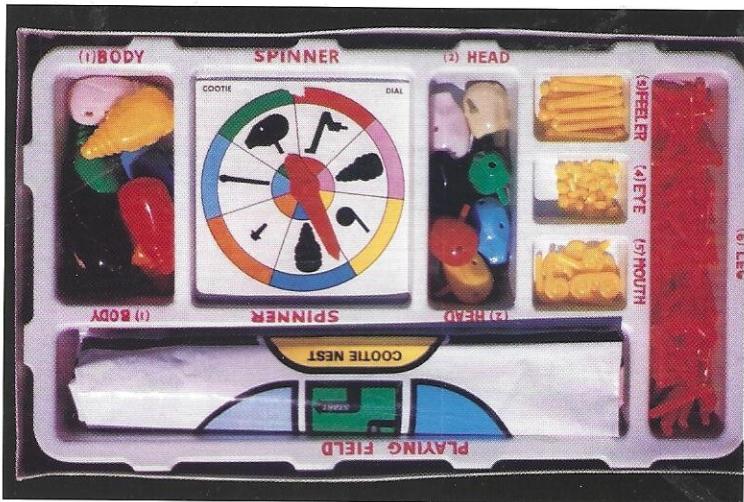


### COOTIE HOUSE

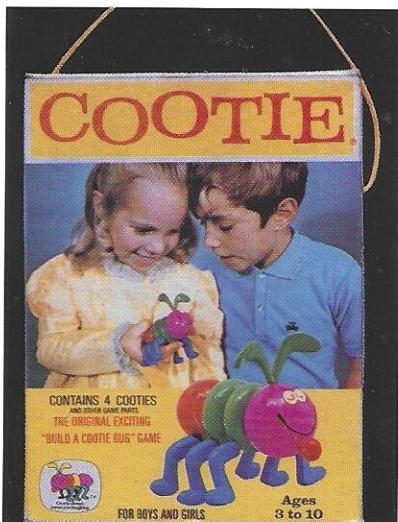
Schaper 1966

Very rare game involving the use of Cooties, and a large plastic play mat.

\$55 - \$75



Inside of COOTIE HOUSE.



### COOTIE

Schaper 1972

This is a few years after the classic Cootie was re-styled. They claimed the molds had worn out. (See first book for other versions).

\$20 - \$25



### BEETLE

Chad Valley 1960s  
English game, a direct rip-off of COOTIE, with the same pieces.  
\$20 - \$25



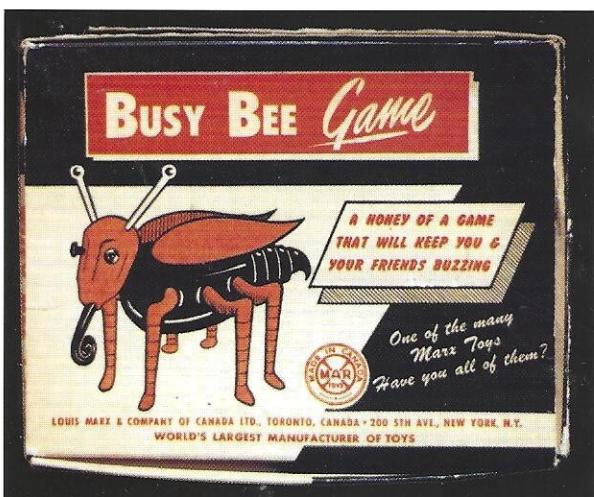
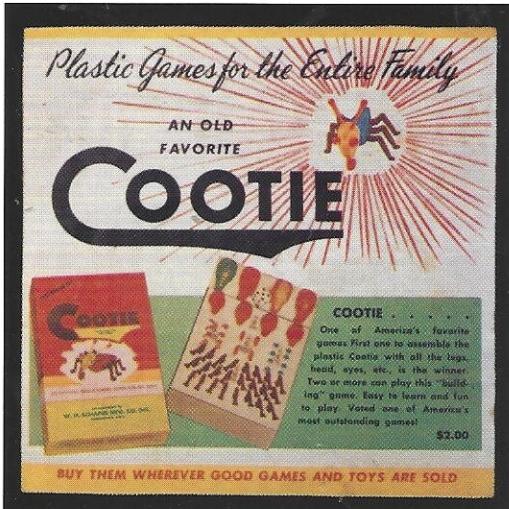
### BUG

Unknown 1960s  
Small, Japanese rip-off of COOTIE.  
Courtesy of Jeff Lowe's Extra GAMEza  
\$10 - \$20



### SPACE BUG

Wm. Druke and Sons, Inc. 1959  
Very poor man's COOTIE, with plastic pegs covering painted cootie picture on wooden blocks.  
\$10 - \$15

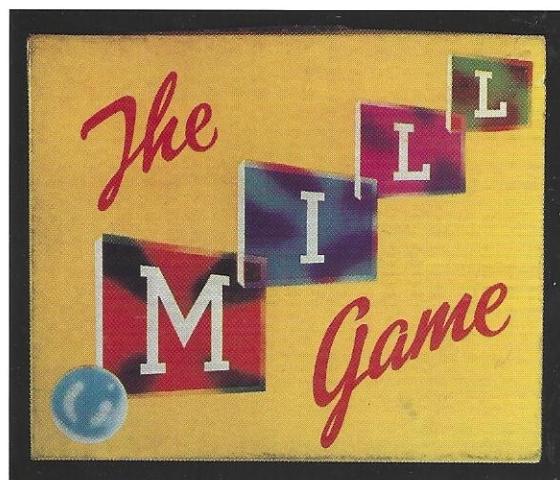
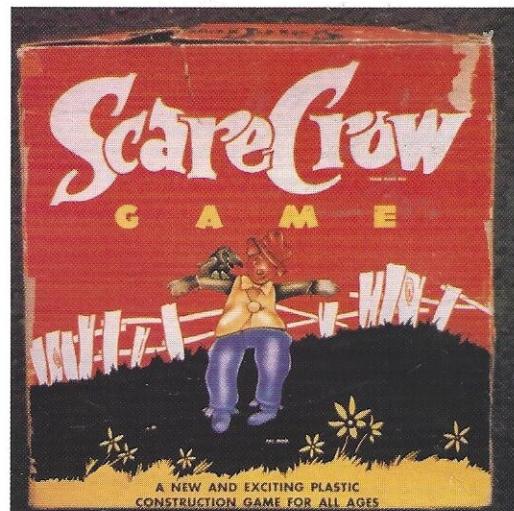


### BUSY BEE

Marx 1950s  
Canadian rip-off of COOTIE. It's obvious that copies were made of the original Cootie, and cheesy wings were added to make "bees."  
\$25 - \$30

### SCARECROW

Schaper 1952  
Early Schaper game,  
same as DUNCE (see first book).  
\$25 - \$35



### MILL

Schaper 1950s  
"Based on the old favorite."  
Rather than a piece of wood and golf tees, plastic men were used.  
\$20 - \$25

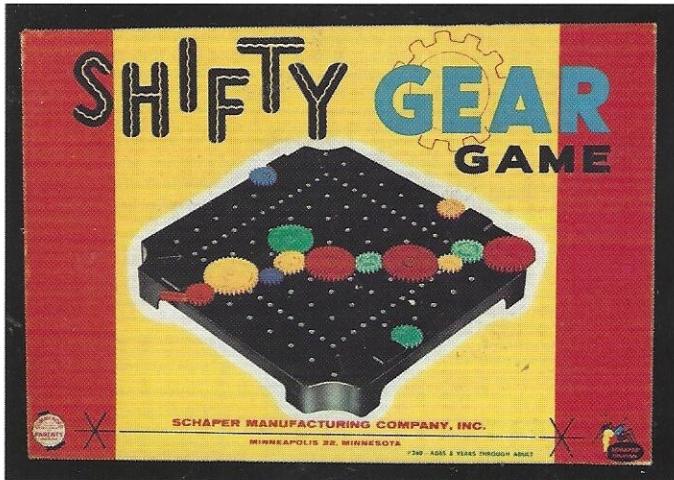


### MILL

Schaper 1960s

Reissue.

\$10 - \$15

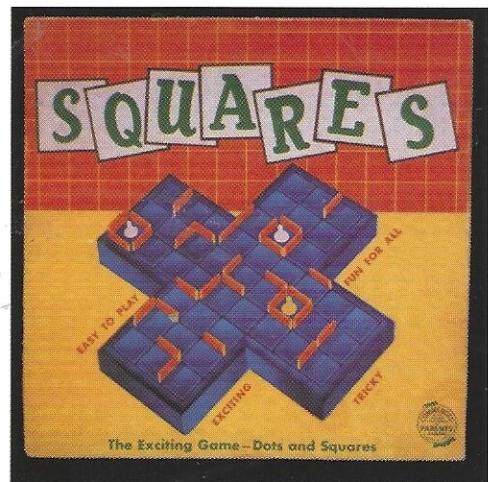


### SHIFTY GEAR

Schaper 1962

Try to connect your gears from one side of the board to the other.

\$25 - \$35

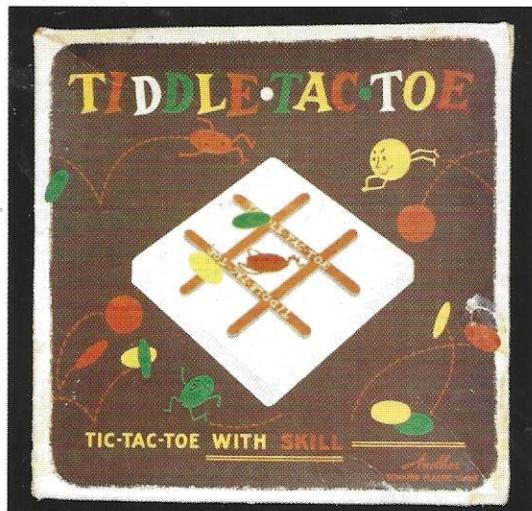


### SQUARES

Schaper 1950s

Try to trap your opponent's "dot" with your "square."

\$10 - \$15



### TIDDLE-TAC-TOE

Schaper 1950s

Cross between Tiddley Winks and Tic-Tac-Toe.

\$12 - \$15

Right:

### PUT AND TAKE

Schaper 1960s

Unusual cover art for them.

\$20 - \$25

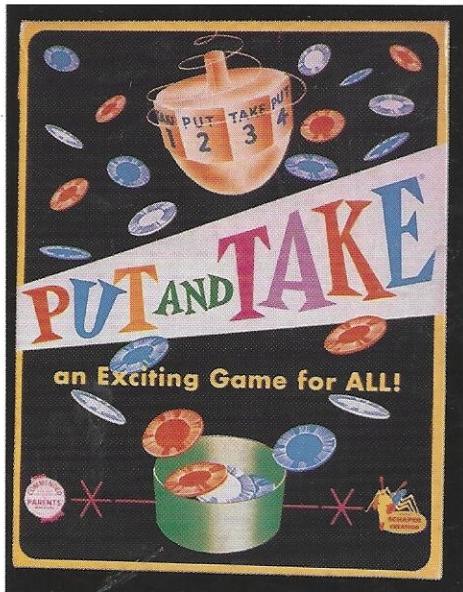
Far Right:

### GUESS'N BEE

Schaper 1960s

Obscure game. Guess the word and a jet of air reveals the missing letters. Guess wrong and you're "stung."

\$30 - \$40

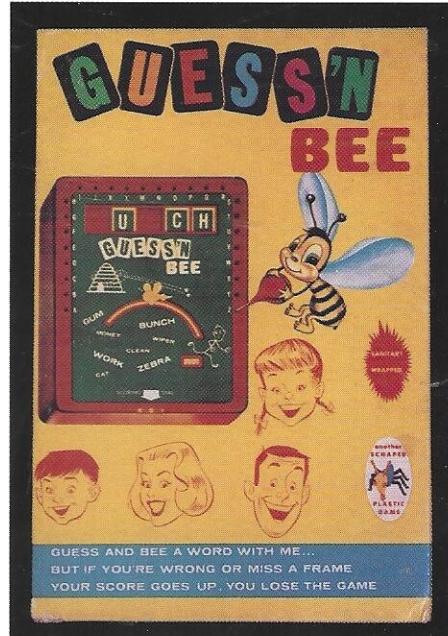
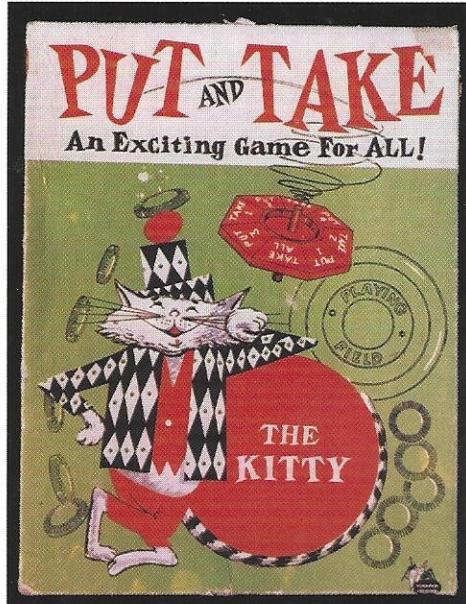


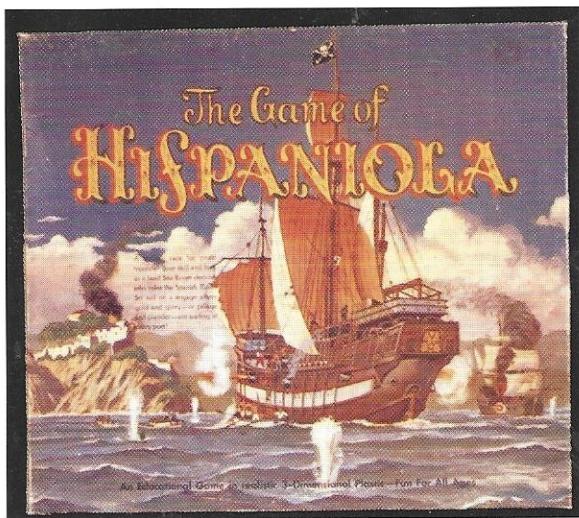
### PUT AND TAKE

Schaper 1956

This simple game, involving putting chips in and taking chips out, remained in their line for many years.

\$10 - \$12



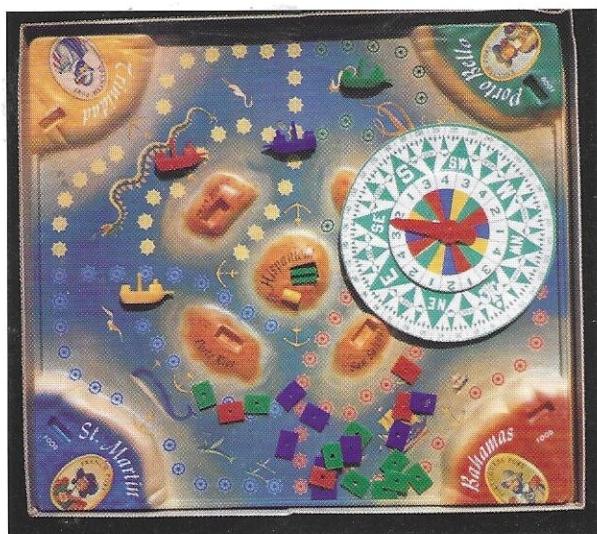


### HISPANIOLA

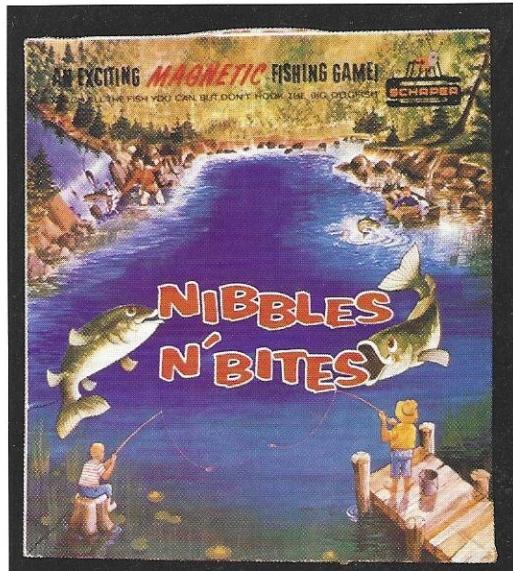
Schaper 1957

Very unusual and very rare "historical" game for Schaper. Must have been made at the same time as TREASURE ISLAND. Beautiful cover.

\$75 - \$100



Inside of HISPANIOLA.

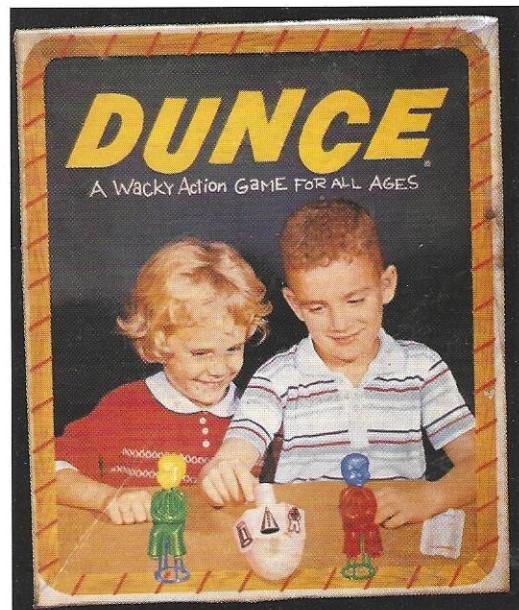


### NIBBLES N' BITES

Schaper 1964

Magnetic switch on the ol' FISH POND game.

\$30 - \$40



### DUNCE

Schaper 1960s

Photo cover version (see first book for other editions).

\$20 - \$25

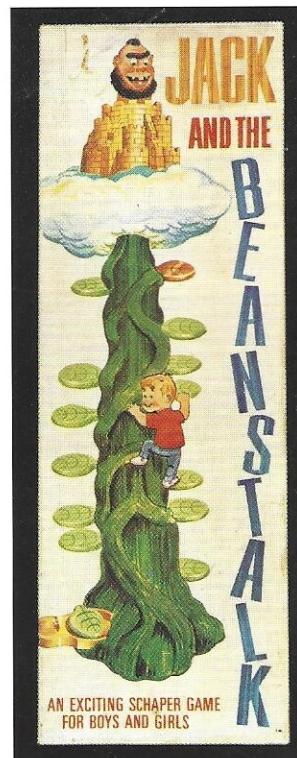


### DON'T SPILL THE BEANS

Schaper 1967

Actually uses real dried beans. I think it's the only game to use an actual food product.

\$20 - \$25



### JACK AND THE BEANSTALK

Schaper 1965

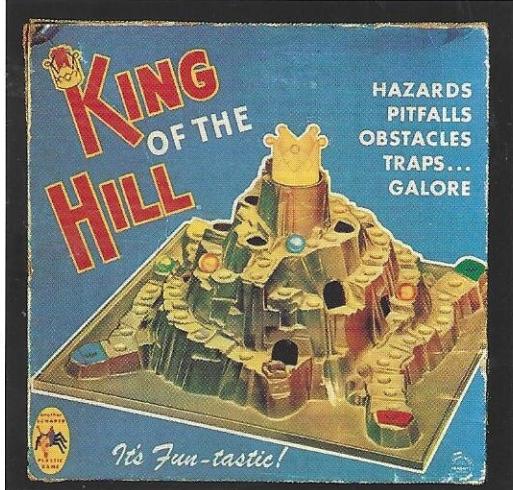
Cool game had players gathering plastic leaves of giant stalk and climbing to the top. First one there made giant pop out of castle (and he presumably ate you).

\$35 - \$40



#### KING OF THE HILL

Schaper 1968  
"Hazards, Pitfalls, Obstacles, Traps Galore." First one to the top made plastic "Crown" pop out.  
Photo cover:  
\$20 - \$25

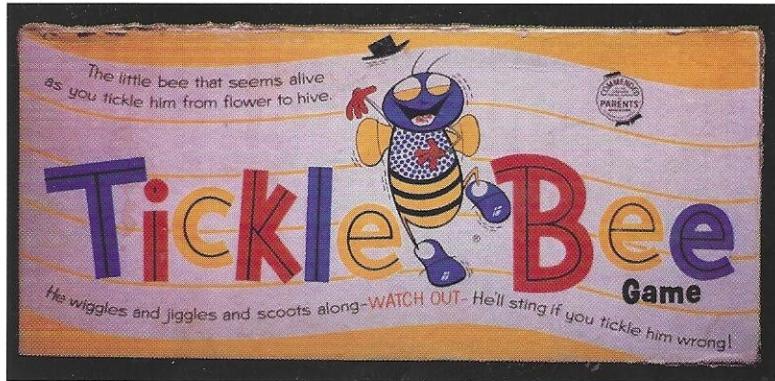


Right:  
**KING OF THE HILL**

Schaper 1950s  
\$25 - \$30

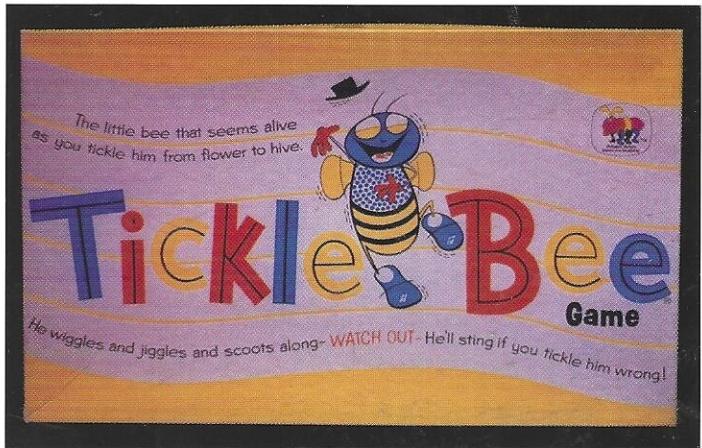
Below:  
**HORSE PLAY**

Schaper 1962  
Standard horse race game given Schaper treatment.  
\$45 - \$55



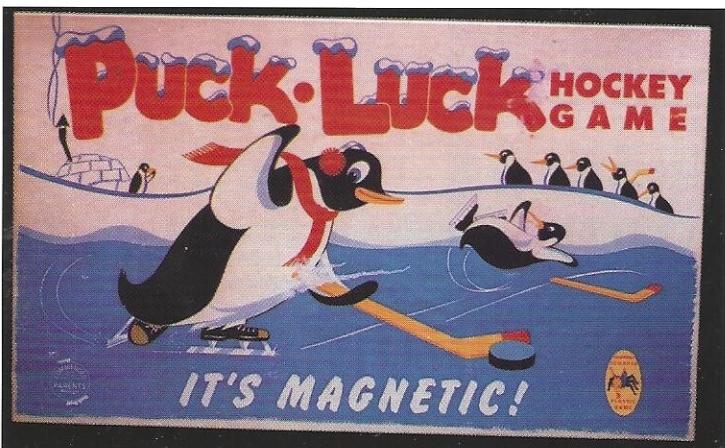
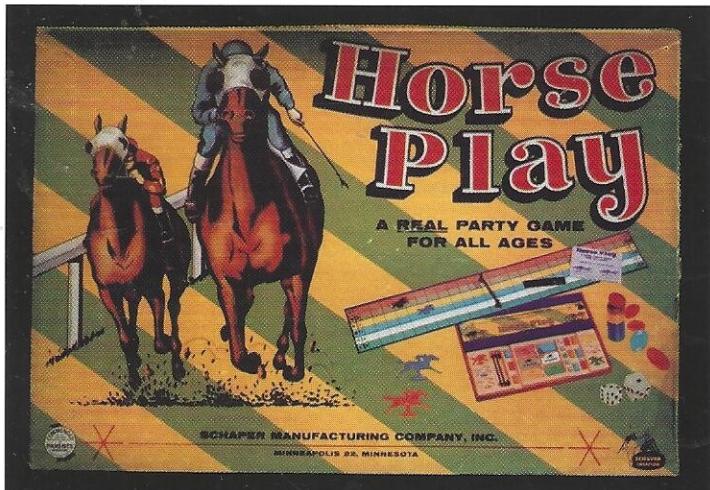
#### TICKLE BEE

Schaper 1956  
Second biggest seller behind COOTIE. Magnetic game.  
\$35 - \$40



#### TICKLE BEE

Schaper 1976  
Sellers sometimes (unknowingly) misrepresent this game. The only copyright says 1956, but actually the box is smaller, and the board graphics are different from the expensive 1956 version. The dead giveaway is the "new" cootie logo in the upper right corner of the box, which didn't start being used until 1969.  
\$15 - \$20



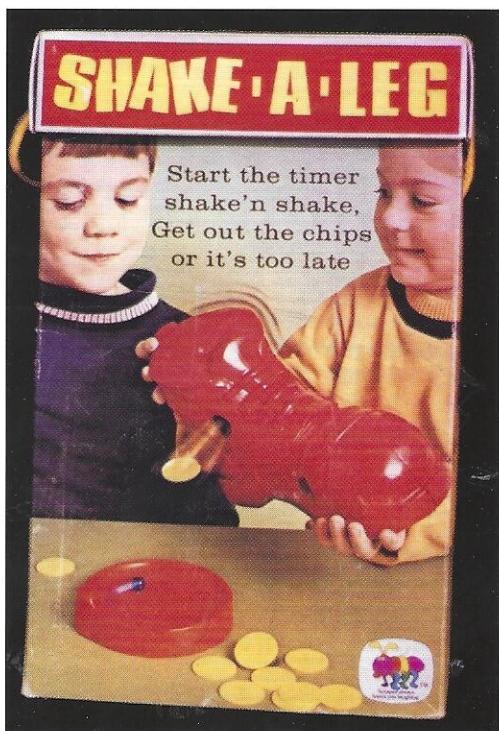
Left:  
**PUCK-LUCK HOCKEY**

Schaper 1960s  
Scarce magnetic game similar to TICKLE BEE.  
\$40 - \$45

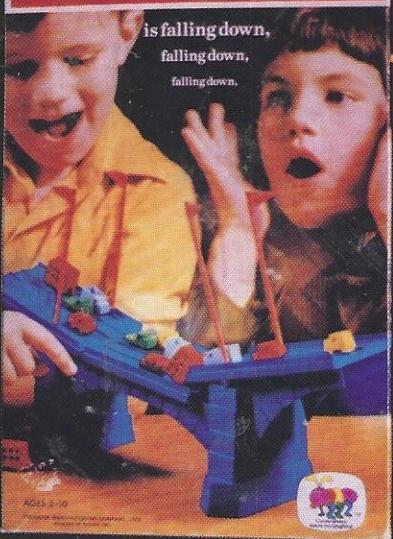
Right:

#### SHAKE-A-LEG

Schaper 1971  
Unique timer used a marble and centrifugal force.  
\$15 - \$20



## LONDON BRIDGE



is falling down,  
falling down,  
falling down.

### LONDON BRIDGE

Schaper 1972  
Schaper changed the box style of their games in the late 1960s. Their boxes became more like carrying cases and had a built in string "handle."  
\$15 - \$20

## HUMPTY DUMPTY

Pull the bricks, one by one  
When Humpty falls  
the game is done



### HUMPTY DUMPTY

Schaper 1971  
Simplistic game. Some people only collect the plastic Humpty Dumpty figure.  
\$20 - \$30

## HAVE-A-HEART GAME

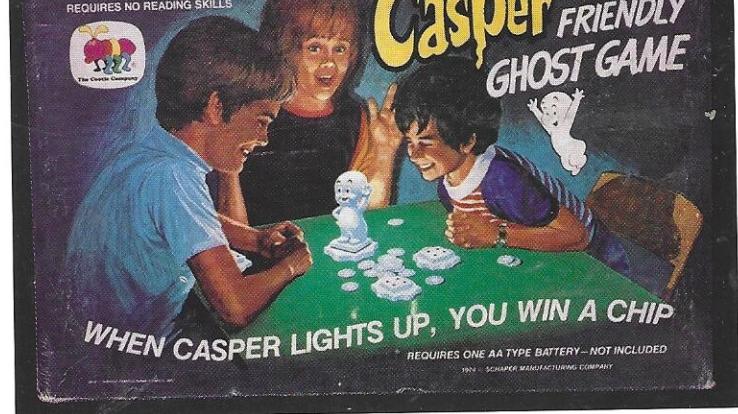


### HAVE-A-HEART

Schaper 1960s  
Here's a horrifying game in which opponents try to "dislodge clip-on hearts" with the enclosed plastic swords.  
\$25 - \$35

## CASPER THE FRIENDLY GHOST

AGES 4 to 10  
REQUIRES NO READING SKILLS

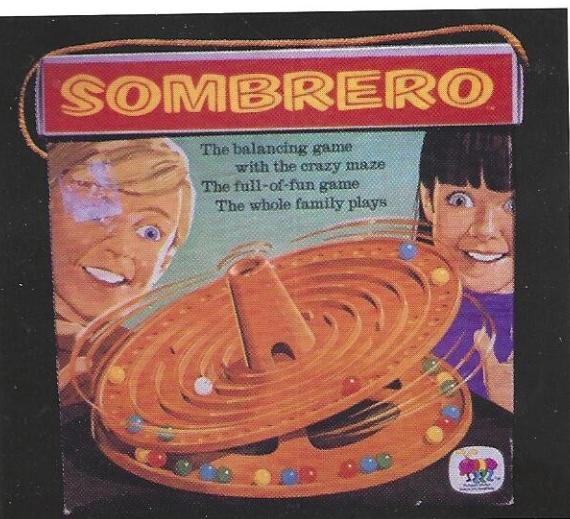


### CASPER THE FRIENDLY GHOST

Schaper 1974  
\$35 - \$40

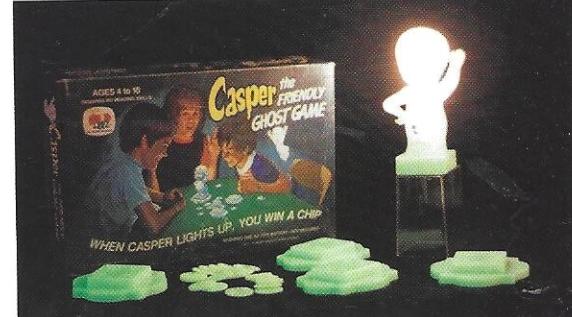
## SOMBRERO

The balancing game  
with the crazy maze  
The full-of-fun game  
The whole family plays



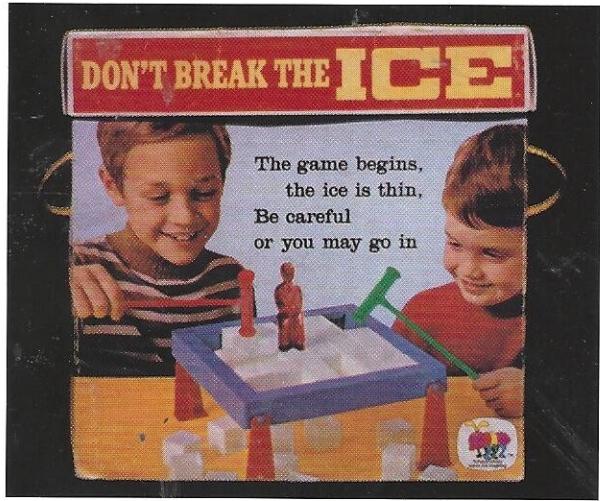
### SOMBRERO

Schaper 1971  
Players try to get their marbles through a maze and into the center of a precariously balanced sombrero.  
\$20 - \$25



### CASPER THE FRIENDLY GHOST

Schaper 1974  
Neat game in which all pieces glowed in the dark, and Casper himself lit up when placed in the correct configuration. I have two of these games, and I have yet to figure out how to make him light up. This game and I'M GEORGE GOBEL (Schaper 1955) are the only two games Schaper got a character license for (see first book).

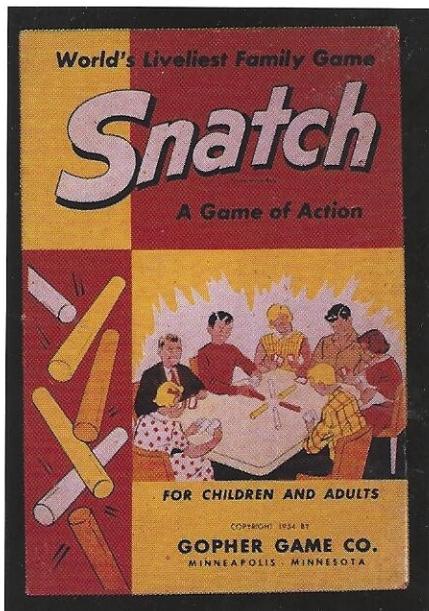


#### DON'T BREAK THE ICE

Schaper 1969

Classic game uses the plastic boy figure from DUNCE.

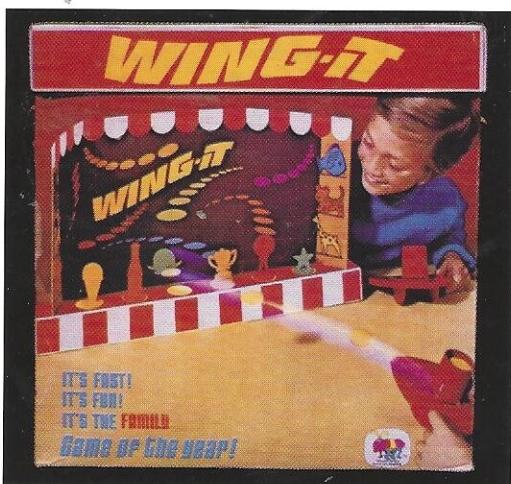
\$10 - \$15



#### SNATCH

Gopher Game Co. 1954

There must be some connection between Schaper and this company (that made a lousy version of SPOONS). It uses the exact same size box, colors, and lettering as the 1950s COOTIE (see first book). Both companies are also from Minneapolis, Minnesota. Relation or rip-off? \$10 - \$15

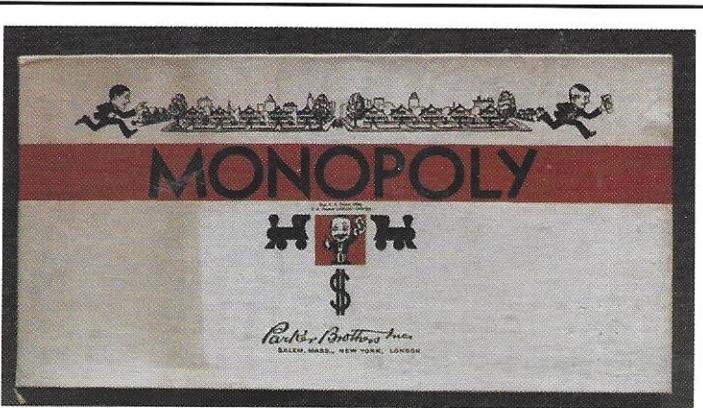


#### WING-IT

Schaper 1971

Shooting gallery.

\$20 - \$25



#### MONOPOLY

Parker Brothers 1936

White Box Number 9 Edition. Full box version with unusual tokens, like an old lantern, with a green celluloid shade (see first book).

\$75 - \$100

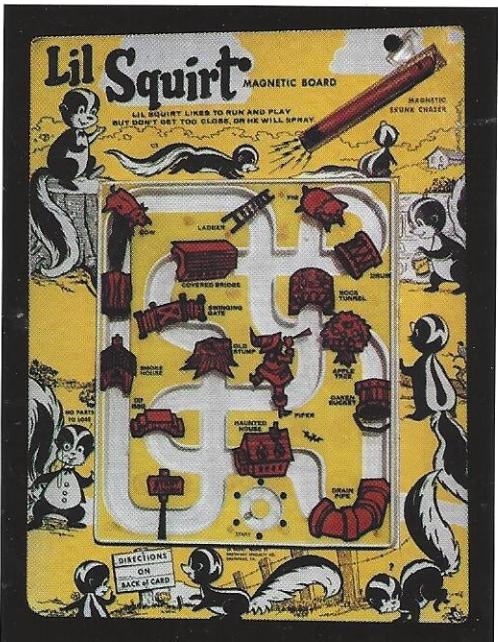


#### LIL SQUIRT

Smethport Speciality Co. 1950s

A low-rent rip-off cross between Schaper's SKUNK (see first book) and TICKLEBEE.

\$10 - \$15



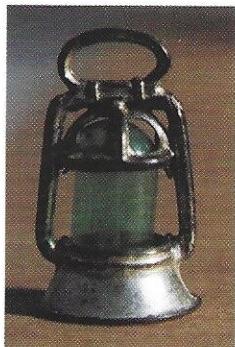
#### TIPPY TEEPEE

Schaper 1970

The game of JACK STRAWS.

\$20 - \$25

MONOPOLY  
lantern playing  
piece.

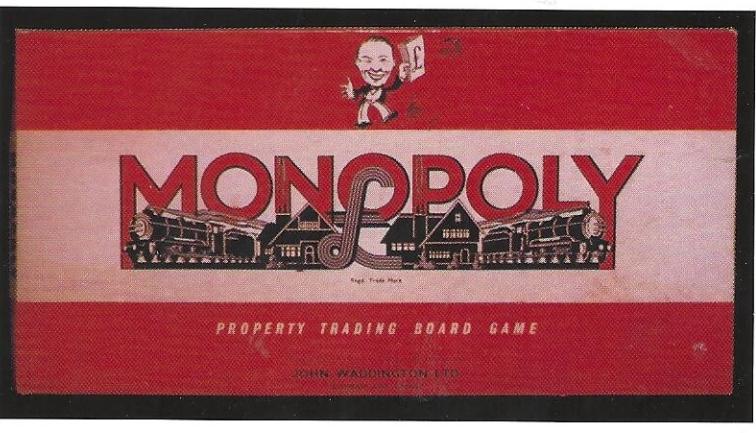


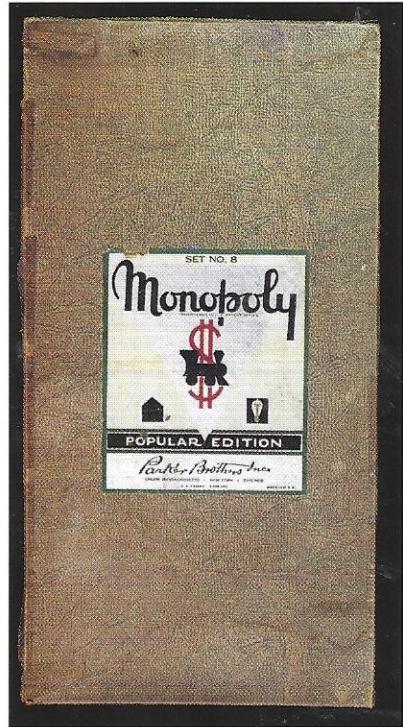
#### MONOPOLY

John Waddington Ltd. 1960s

British version had different property titles.

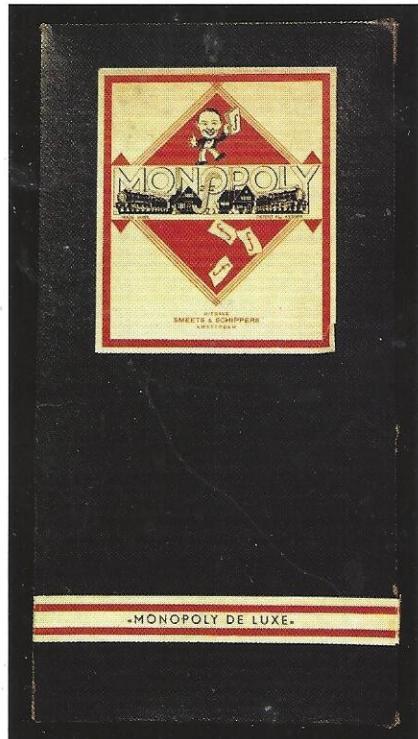
\$25 - \$35





### MONOPOLY

Parker Brothers 1951  
Popular Edition, Set Number Eight. Rare full box version. Had Grand Hotels and "cobbled" playing board.  
\$100 - \$150

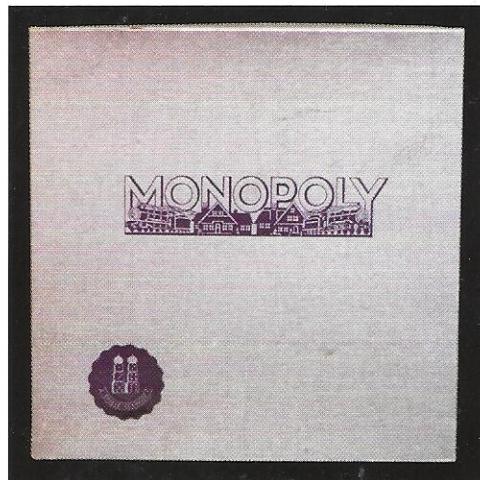
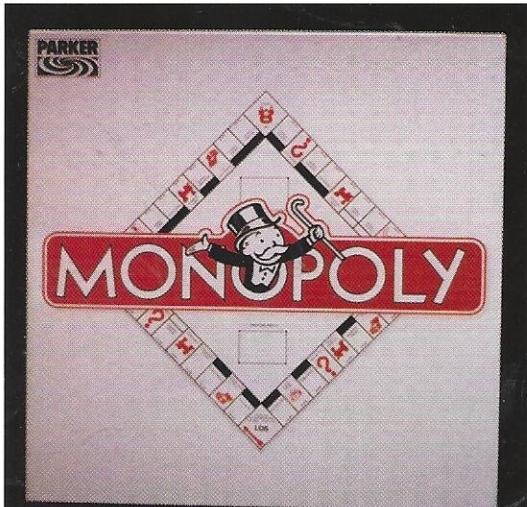


### MONOPOLY

Smeets & Schippers 1960s  
De Luxe German version. Houses and hotels are wedge-shaped.  
\$30 - \$40

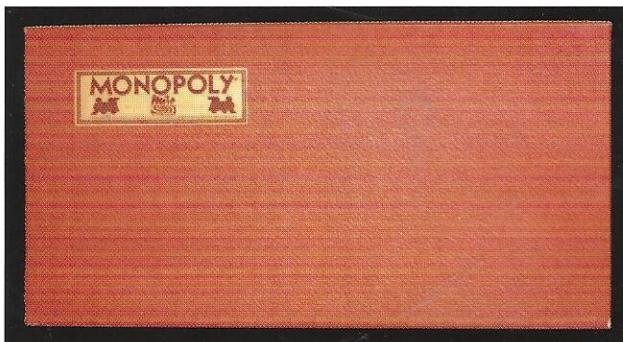
### MONOPOLY

Parker Brothers 1980s  
German Version.  
\$20 - \$30



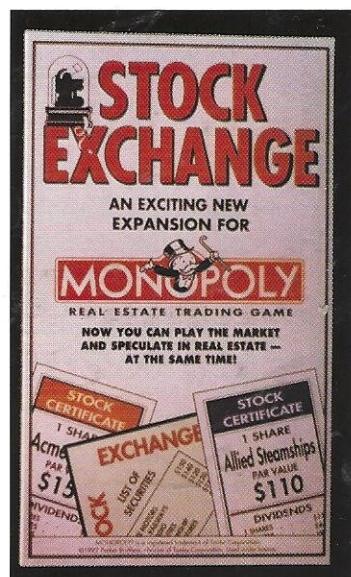
### MONOPOLY

Spiele-Schmidt 1960s  
German. Unusual square box had board folded up into quarters.  
\$35 - \$45



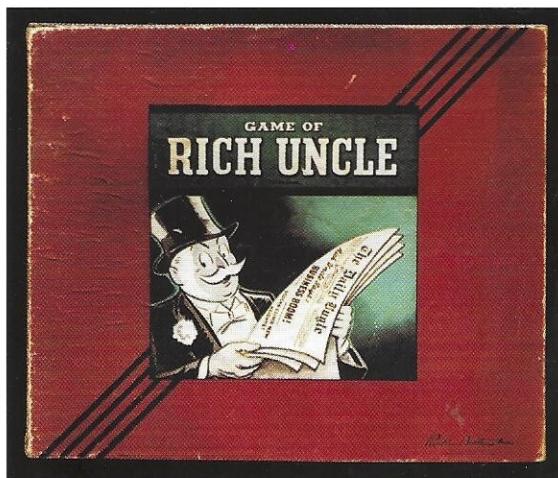
### MONOPOLY

Parker Brothers/MIRO 1960s  
French version.  
\$20 - \$30



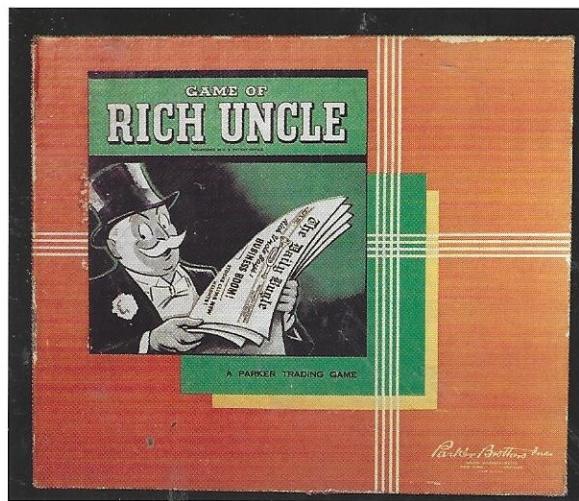
### STOCK EXCHANGE

Chessex 1992  
Reproduction of original rare Monopoly expansion set (see first book). You put this set on "Free Parking," and you have additional fun with your game.  
\$25 - \$35

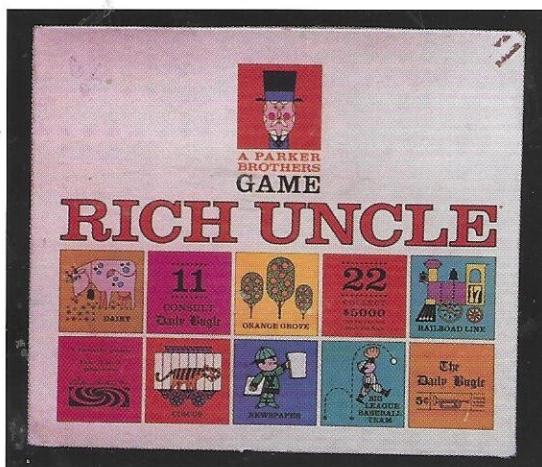


### RICH UNCLE

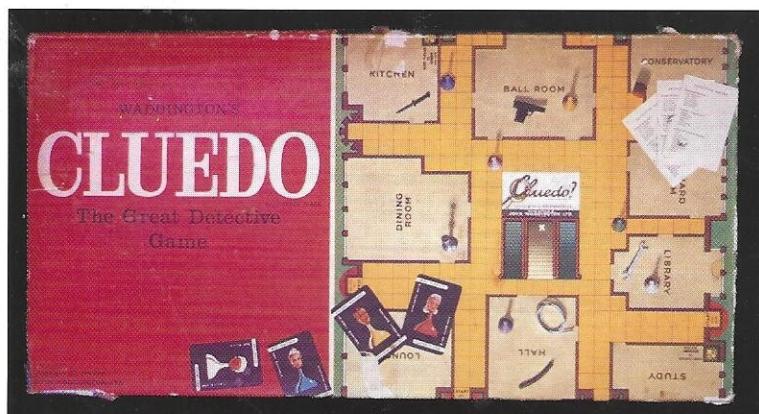
Parker Brothers 1950s  
Spin-off of MONOPOLY. Variant (see first book).  
\$40 - \$50



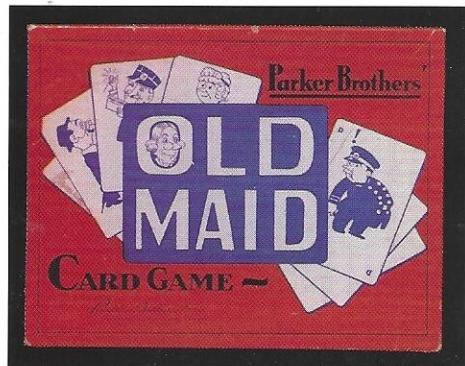
**RICH UNCLE**  
Parker Brothers  
1946  
\$55 - \$65



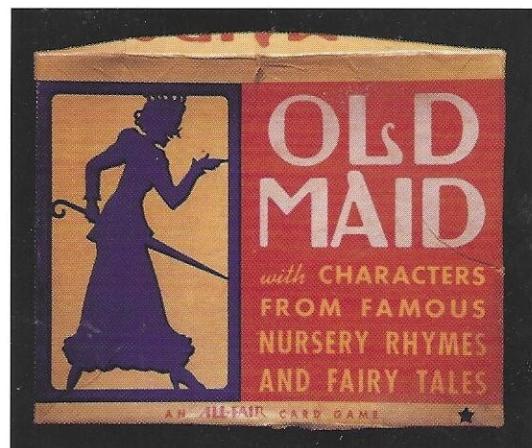
**RICH UNCLE**  
Parker Brothers  
1965  
\$25 - \$35



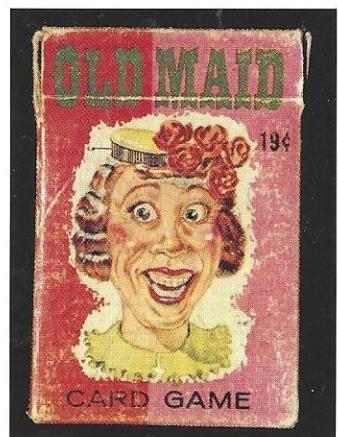
**CLUEDO**  
Waddington 1965  
Although this is a newer version, this is the game that  
our CLUE (see first book) comes from.  
*From the collection of Bob Claster*  
\$25 - \$35



**OLD MAID**  
Parker Brothers 1950s  
The old favorite.  
\$10 - \$12

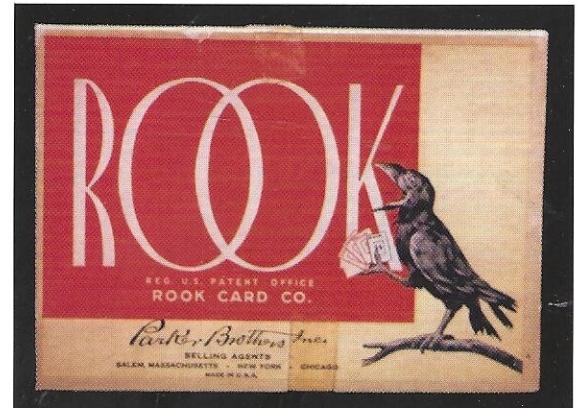


**OLD MAID**  
All-Fair 1940s  
"With Characters  
from Famous Nurs-  
ery Rhymes and  
Fairy Tales." The  
characters make this  
edition valuable.  
\$30 - \$40

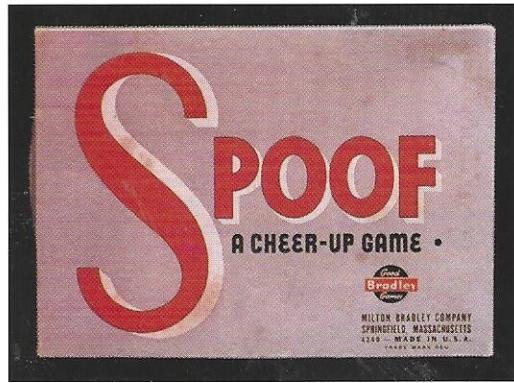


**OLD MAID**  
Whitman 1960s  
This very tiny set of cards is  
popular among collectors.  
\$20 - \$25

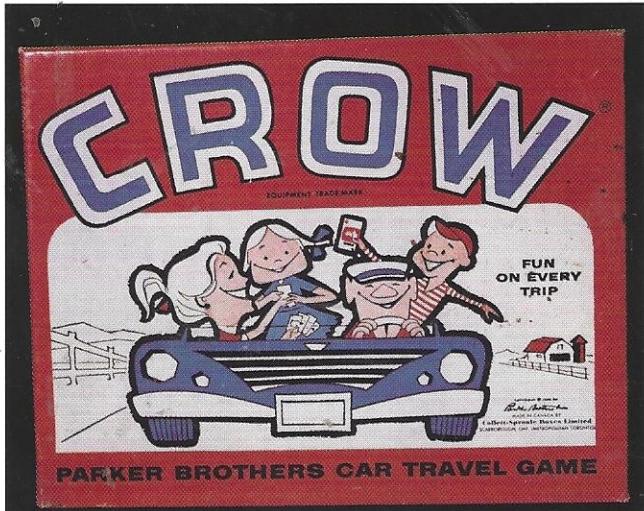
**FLINCH**  
Parker Brothers 1954  
One of endless versions (see first book).  
\$10 - \$15



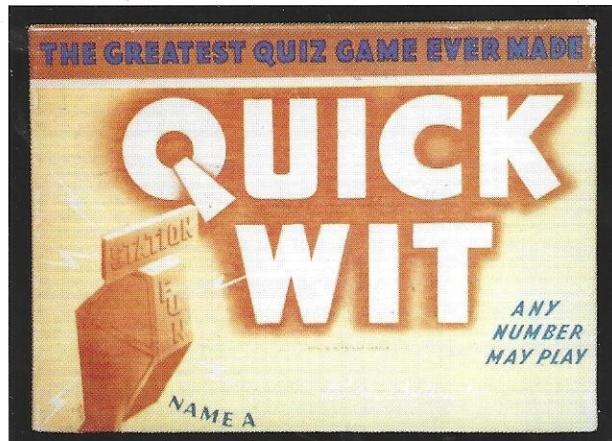
**ROOK**  
Parker Brothers 1943  
This version stills credits the Rook Card Co., whom Parker  
Brothers originally had make the game (see first book).  
\$15 - \$20



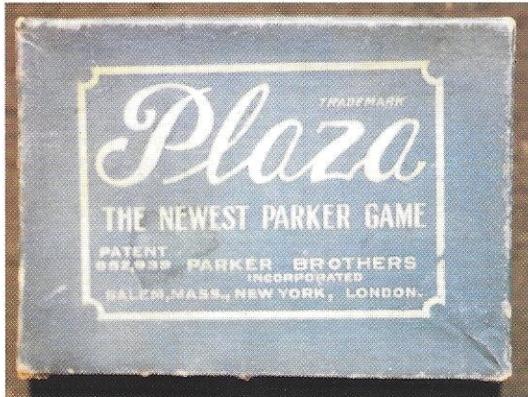
**SPOOF**  
Milton Bradley 1918  
Originally advertised as a war-like strategy game.  
\$20 - \$25



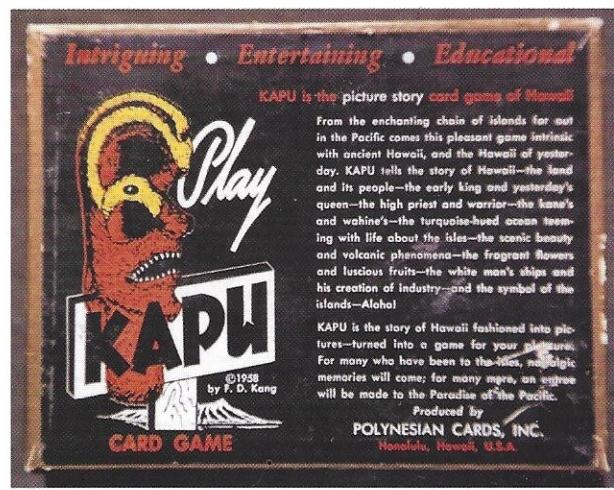
**CROW**  
Parker Brothers 1959  
Canadian version. Rare car travel game.  
\$20 - \$25



**QUICK WIT**  
Parker Brothers 1938  
Gluyas Williams cover has value (see first book).  
\$10



**PLAZA**  
Parker Brothers 1913  
Obscure card game.  
\$10 - \$15



**KAPU**  
Polynesian Cards, Inc. 1958  
"KAPU is the Picture Story card game of Hawaii."  
\$8 - \$10



**DOUBLE SOME 'R' SET**  
Parker Brothers 1947  
"And some are not."  
From the collection of Bob Claster  
\$7 - \$10



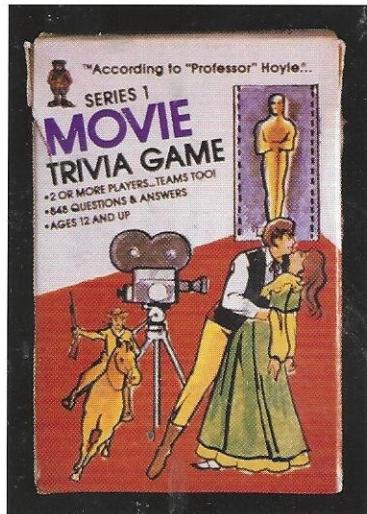
**BUNCO**  
Home Game Co. 1904  
"The game of the year."  
\$15 - \$25



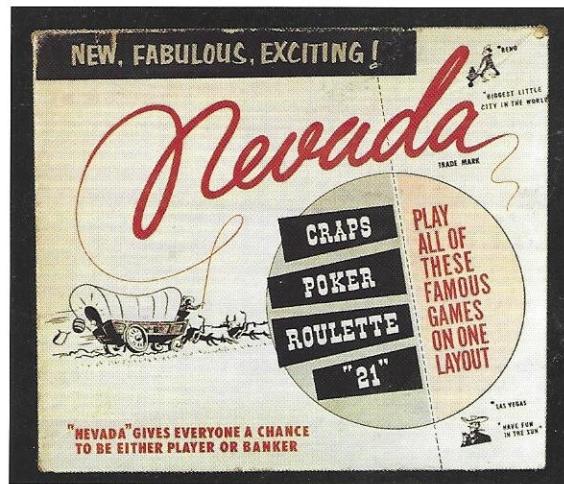
**CANASTA**  
Unknown 1950s?  
Simple set of cards and rules.  
\$5

**OH HELL**  
Cadaco 1973  
"Like the old favorite but a H... of a lot more fun."  
From the collection of Bob Claster  
\$15 - \$20

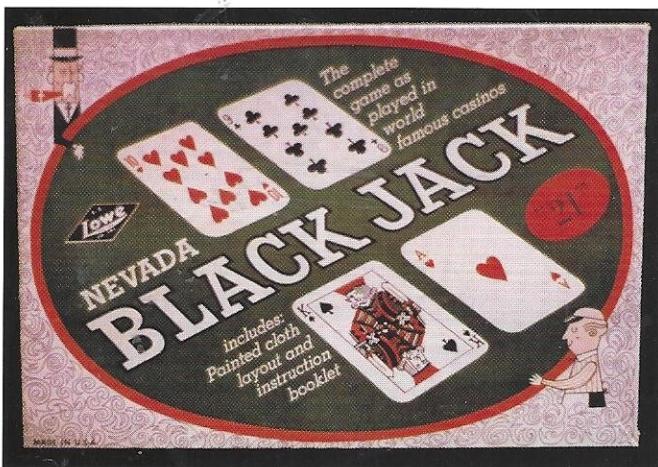




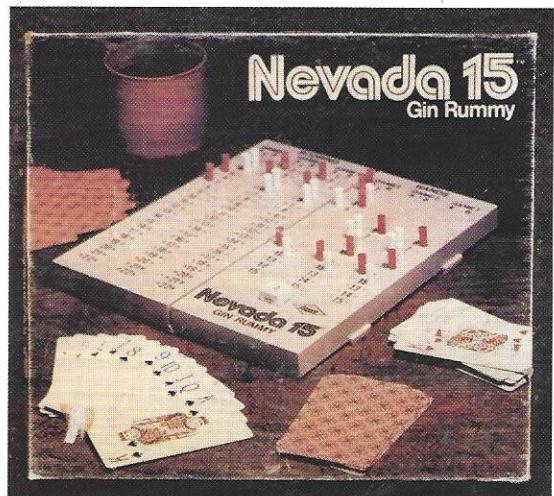
**MOVIE TRIVIA GAME**  
Hoyle 1984  
"Series One." Trivia cards.  
\$5



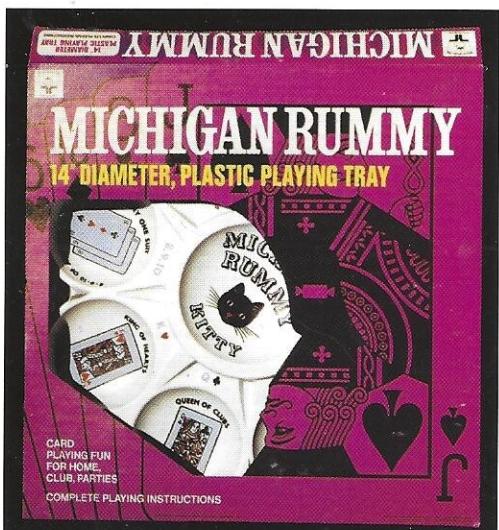
**NEVADA**  
V.M. Hayes 1950s  
Promotional game from casinos.  
\$15 - \$20



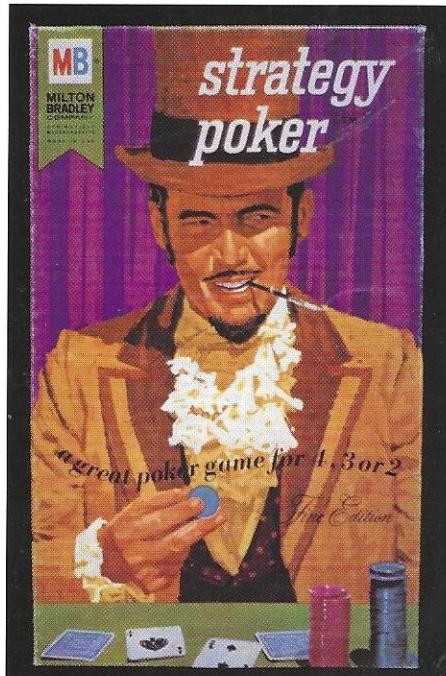
**NEVADA BLACKJACK**  
E.S. Lowe 1960s  
"Includes Painted Cloth Layout."  
\$10



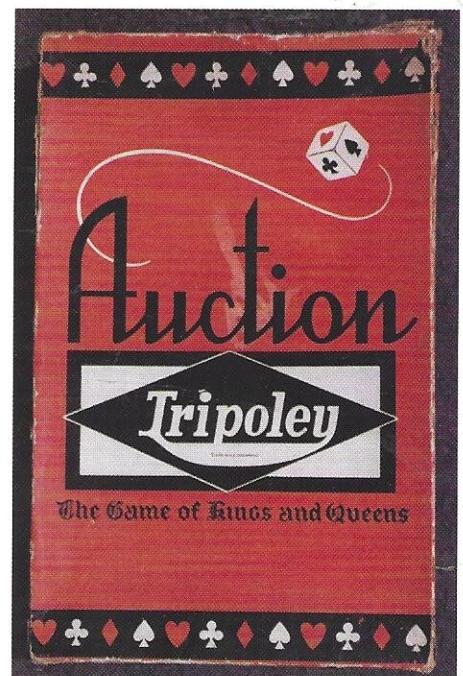
**NEVADA 15  
GIN RUMMY**  
E.S. Lowe 1975  
\$7 - \$10



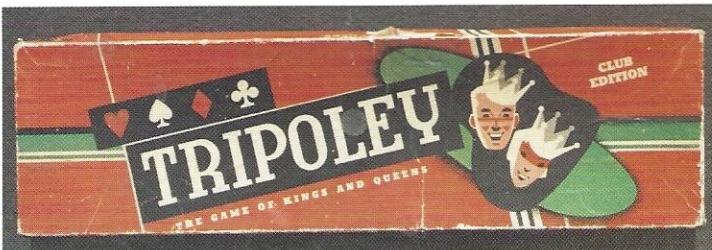
**MICHIGAN RUMMY**  
Transogram 1969  
14" playing tray.  
\$5



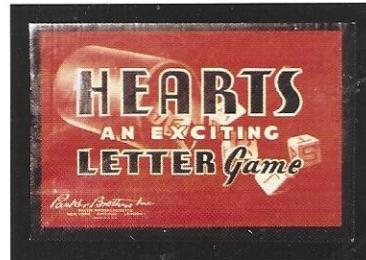
**STRATEGY POKER**  
Milton Bradley 1967  
"Fine Edition." Others in the series included  
BACKGAMMON, RUMMY, etc.  
\$15 - \$20



**AUCTION TRIPOLEY**  
Cadaco-Ellis 1940  
Rare. There are many versions of the card game  
TRIPOLEY (see first book).  
\$15 - \$20



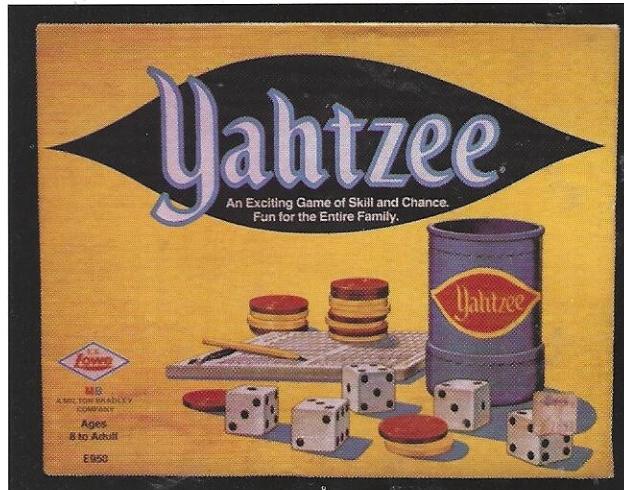
**TRIPOLEY**  
Cadaco-Ellis 1948  
"Club Edition."  
\$10 - \$15



**HEARTS**  
Parker Brothers 1914  
"An Exciting Letter Game." Dice, too.  
\$10 - \$15



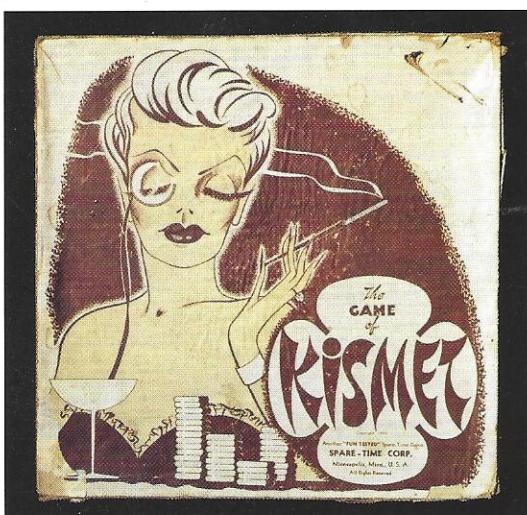
**GO GIN**  
Ideal 1968  
"Card word game." Unusual for Ideal.  
\$15 - \$20



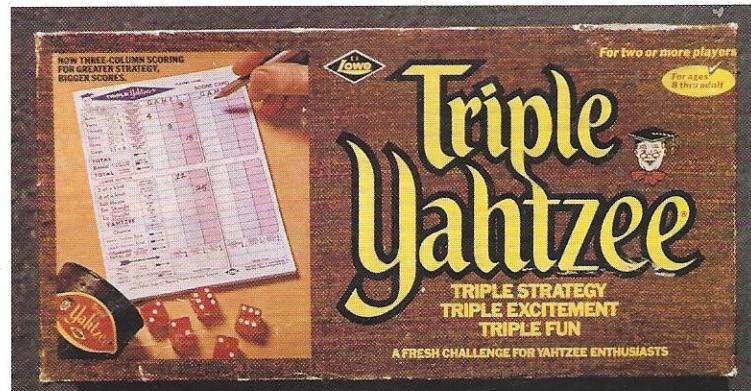
**YAHTZEE**  
E.S. Lowe/Milton Bradley 1973  
\$7



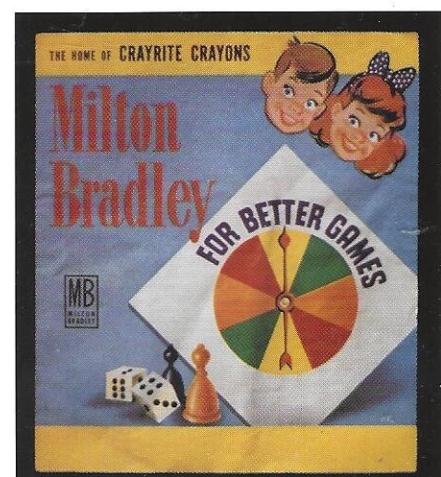
**CRIBBAGE**  
Hoyle 1960s  
"Official." Cherry Wood board.  
\$5

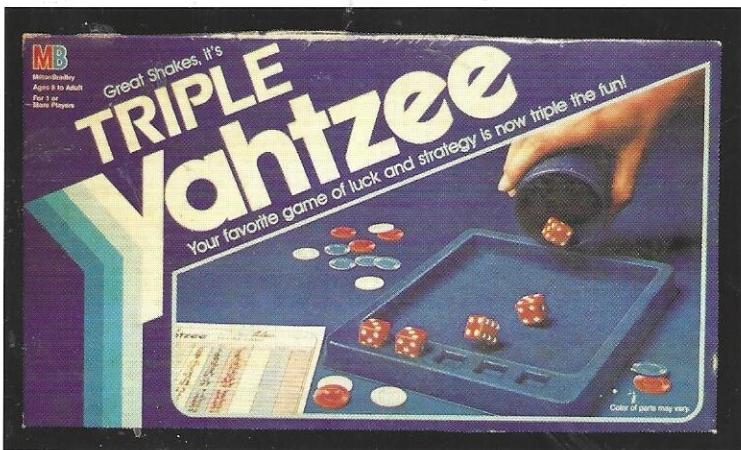


**KISMET**  
Spare-Time Corp.  
1943  
Not the dice game.  
Similar to TRIPOLLEY.  
Sexy cover.  
\$25 - \$30



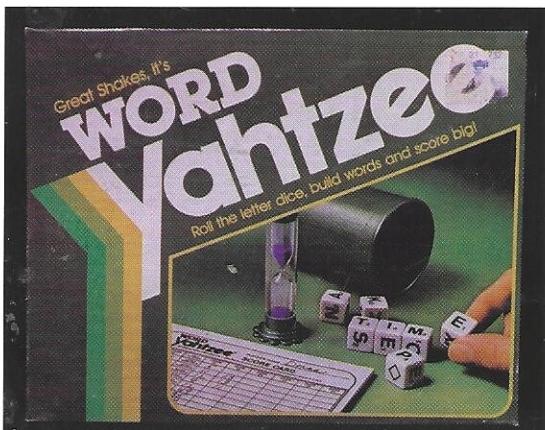
**TRIPLE YAHTZEE**  
E.S. Lowe 1972  
\$10 - \$15



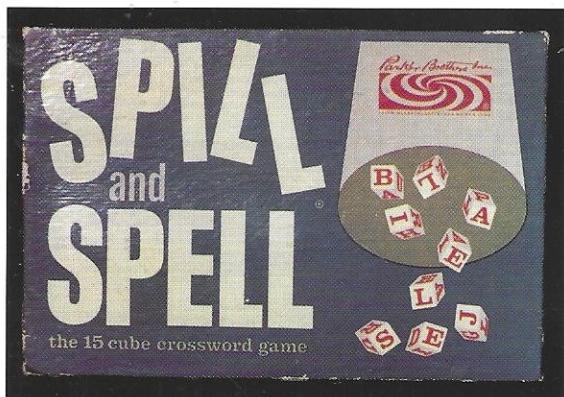


#### TRIPLE YAHTZEE

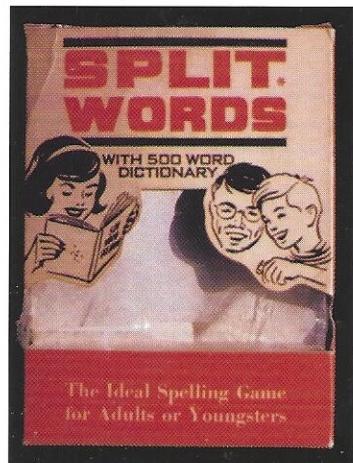
Milton Bradley 1982  
\$5



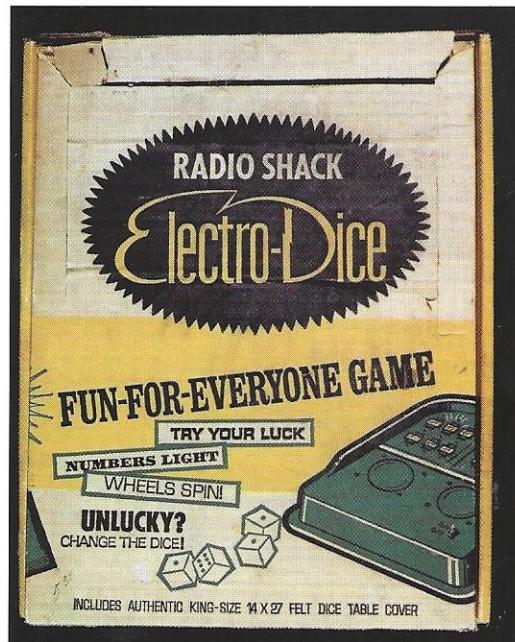
WORD YAHTZEE  
Milton Bradley 1982  
Now you roll the  
dice for letters  
instead of numbers.  
\$8 - \$10



SPILL AND SPELL  
Parker Brothers 1960s  
The first WORD YAHTZEE.  
\$10 - \$15

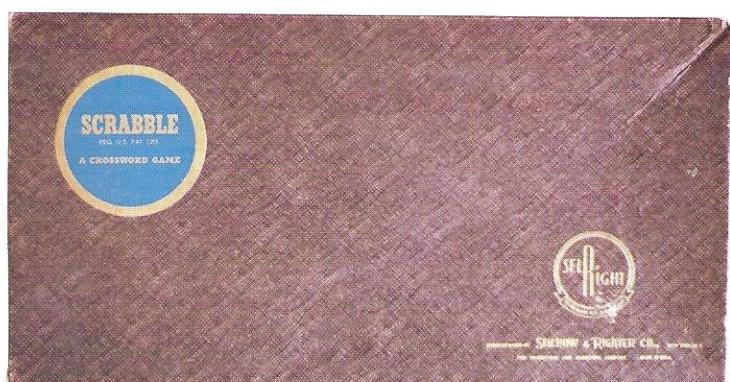


SPLIT WORDS  
Holiday Games 1963  
Or maybe this is the first  
SPILL AND SPELL.  
\$12

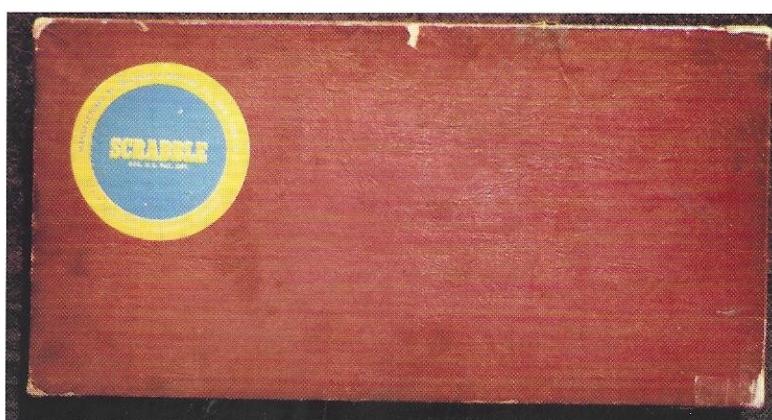


#### ELECTRO-DICE

Radio Shack 1960s  
Electronic flashing dice, for those of us  
too lazy to throw the die.  
\$10 - \$15



SCRABBLE  
Selchow & Righter 1953  
One of the top ten most popular games of all time. This  
version was still being made for the Production and Market-  
ing Company, for whom Selchow & Righter made the game.  
\$20 - \$25



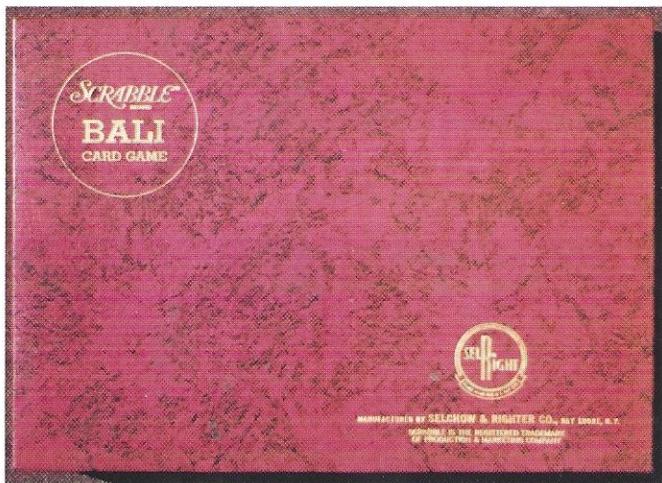
SCRABBLE  
Selchow & Righter 1953  
Curious "Magnetic" version. Might have been home-made job, but I don't think so.  
Board has metal under graphics, and pieces have magnet squares glued to them.  
\$25 - \$35

TRAVEL  
**Scrabble.**  
NO. 56

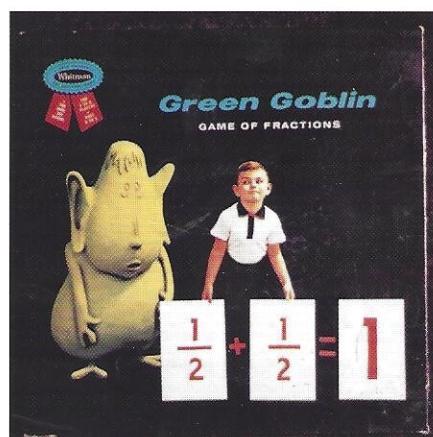
**TRAVEL SCRABBLE**  
Selchow & Righter 1953  
"Number 53." Small, very  
unusual travel edition.  
Plastic board and small  
word pegs.  
\$55 - \$75



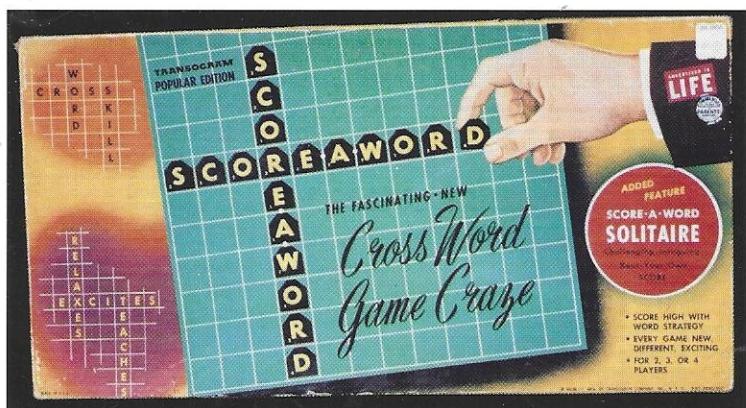
**THIRTEEN**  
Cadaco-Ellis 1955  
Exactly like SCRABBLE, but with numbers. One of the  
boys on the cover wears Hopalong Cassidy slippers.  
\$15 - \$20



**BALI**  
Selchow & Righter 1954  
Obscure card game made by the makers of SCRABBLE.  
\$20 - \$25



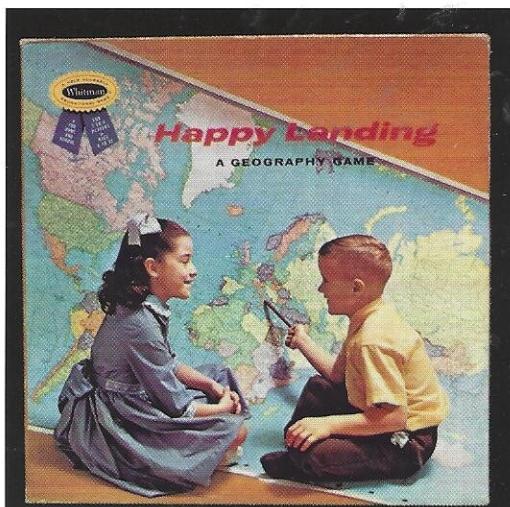
**GREEN GOBLIN**  
Whitman 1962  
"Game of Fractions." Isn't that a  
contradiction? This series  
included HAPPY LANDING,  
and probably more.  
\$15 - \$20



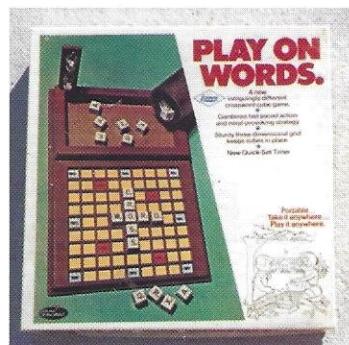
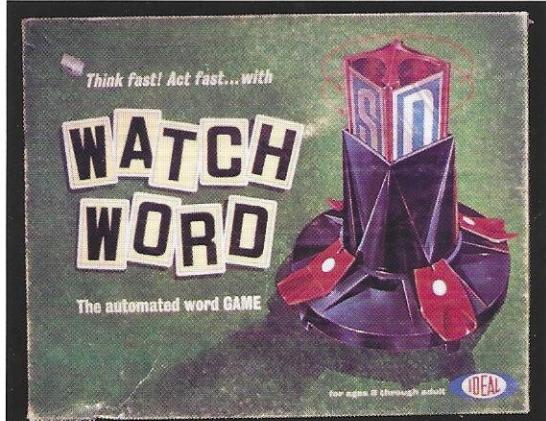
**SCORE-A-WORD**

Transogram 1953  
"Popular Edition." Yet another  
SCRABBLE rip-off (see first book).  
\$10 - \$15

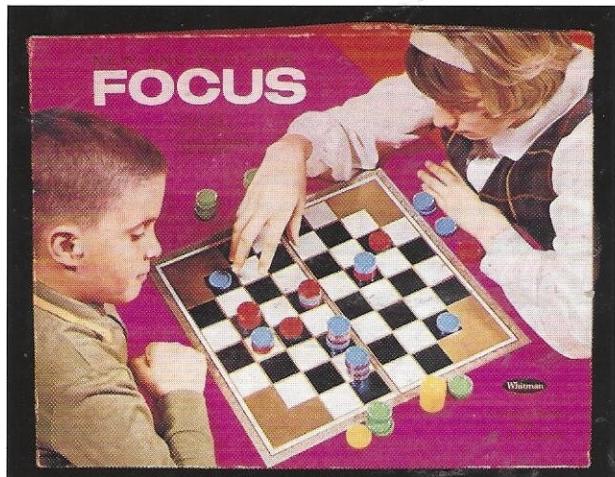
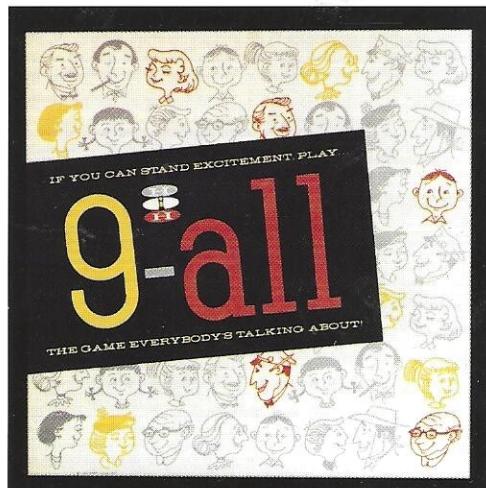
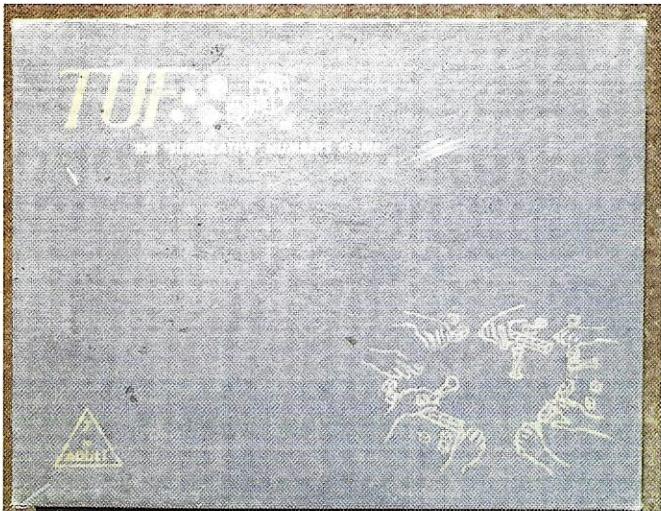
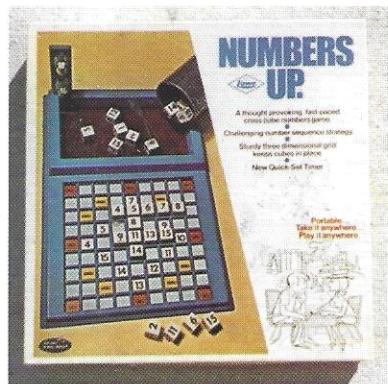
Right:  
**HAPPY LANDING**  
Whitman 1962  
"A Geography Game."  
\$15 - \$20



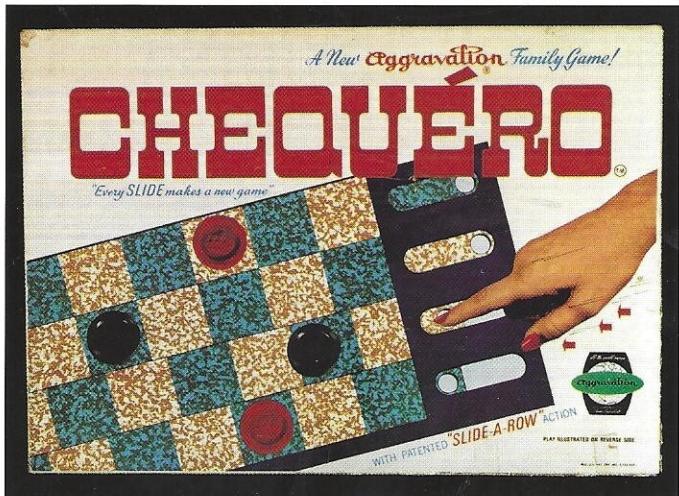
**WATCH WORD**  
Ideal 1966  
Wind up word game. Mechanism similar to HANDS DOWN (see first book).  
\$20 - \$25



**PLAY ON WORDS**  
E.S. Lowe 1971  
From a rare series that  
included NUMBERS UP  
and SHOWDOWN  
POKER (see first book).  
Courtesy of Jeff Lowe's  
ExtraVAGAMEza  
\$12 - \$15



**BACKGAMMON-PARCHEESI COMBINATION**  
Selchow & Righter 1930  
Very scarce combo set (before Scrabble, Parcheesi was Selchow & Righter's bread and butter).  
\$35 - \$45



**CHEQUERO**  
Co-5 1960s  
From the makers of AGGRAVATION (see first book).  
\$15 - \$20



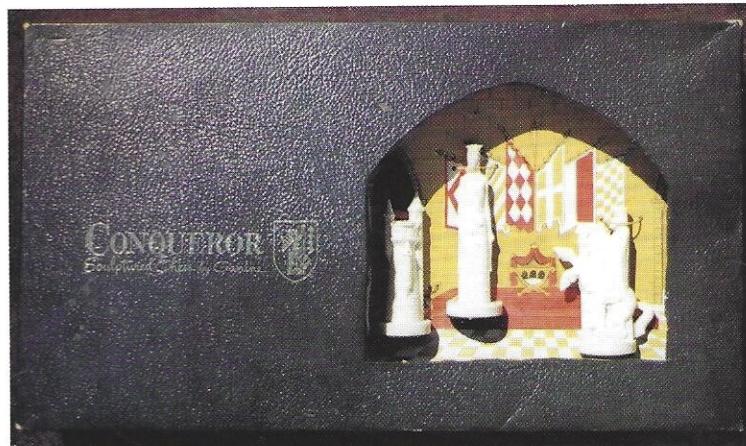
### COMBINATION GAME SET

Josa Games 1950s

An example of the combination games sets that were common in the 1950s.

They often came in briefcases like this, and had all kinds of games.

\$50 - \$75



### CONQUEROR CHESS

Pleasantime Games 1962

Neat chess set.

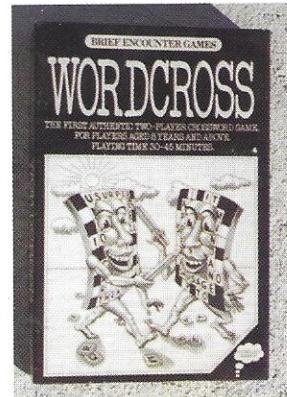
\$25 - \$35

**PARK AND SHOP**  
AGES 6 TO ADULT PRICE \$3.00  
The nation's hustle-bustle traffic game sensation. The object is to outmaneuver the other players by parking your car in a strategic place, completing your shopping quickly and being the first to return home. Here's lots of fun for 2 to 6 players.

**DISSECTED U.S.-WORLD MAP**  
AGES 7 TO 12 PRICE \$1.50, OTHERS \$1.00  
Interesting and educational, the colorful Tekwood U.S. map is cut on state lines and lists state capitals, historic places, common products and manufactured items. Reverse side pictures a map of the world. Completed size of the map is 14" x 20".

**WORD "WISE"**  
AGES 8 TO ADULT PRICE \$2.00  
A fascinating word game played with letters plus a unique "Word Pun" feature found in no other game. Packed with fun, strategy and skill as you build words on strategic scoring squares. Keen competition for 2, 3, or 4 players.

**BIG BEN JIG SAW PUZZLE**  
AGES 10 TO ADULT PRICE \$1.00  
Big Ben puzzles are the grand-daddies of all puzzles. There are 12 different puzzles, each with 1000 interlocking pieces. Each one faithfully reproduces a famous painting in all its brilliant colors. Completed puzzle size is 20" x 28", card table size.

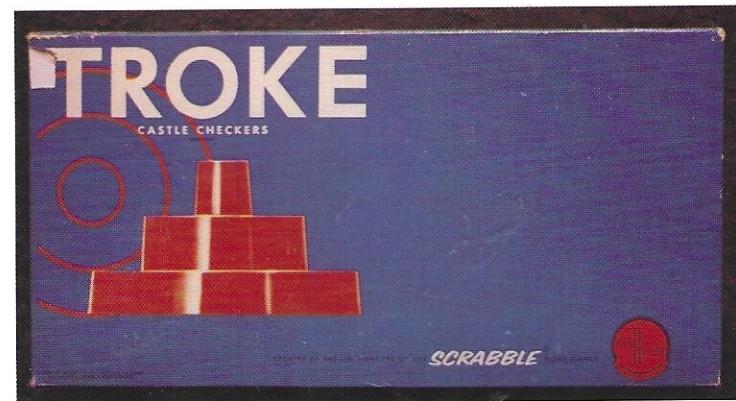


### WORDCROSS

Intellect Games 1975

From a series of games called "Brief Encounter Games" that included SPECTRUM, QUITZ, EGGHEAD, and CYPHER.

Courtesy of Jeff Lowe's ExtravAGAMEza  
\$10 - \$12

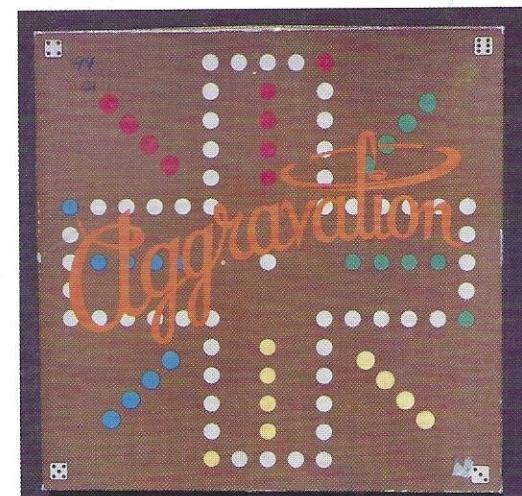


### TROKE

Selchow & Righter 1961

Castle Checkers.

\$20



### AGGRAVATION

Co-5 1962

The real no-fooling original edition of this game (see first book).  
\$10 - \$15

Below:  
**AGGRAVATION**

Co-5 1960s

"Deluxe Party Edition.  
\$10 - \$15



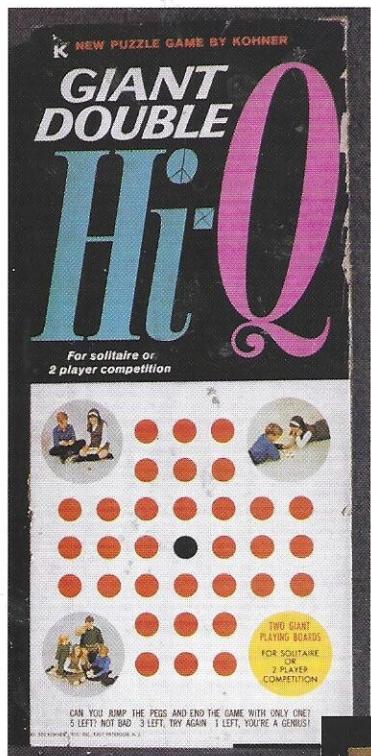


### RACK-O

Milton Bradley 1956

Original edition of this fun game (see first book).

\$15 - \$22

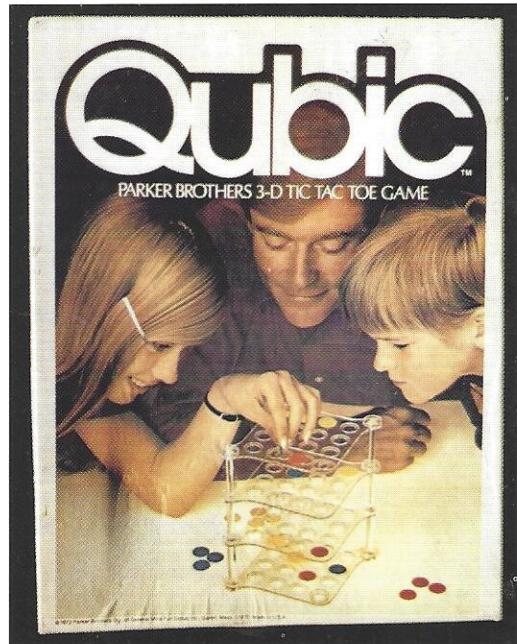


### GIANT DOUBLE HI-Q

Kohner 1960s

Large version of small game.

\$20 - \$25

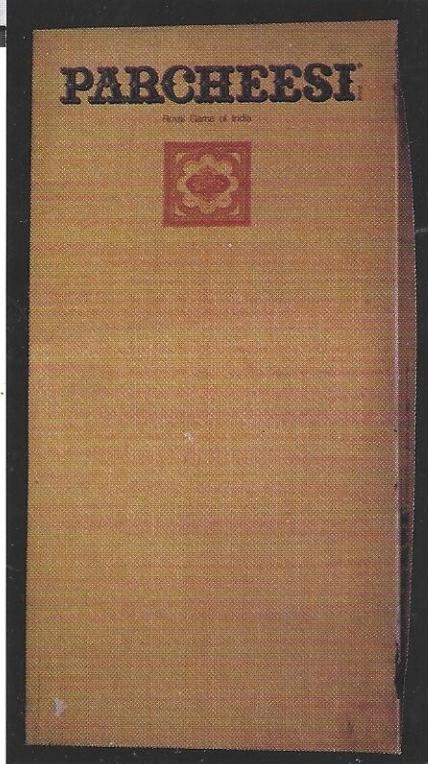


### QUBIC

Parker Brothers 1972

3-D Tic Tac Toe.

\$7 - \$10

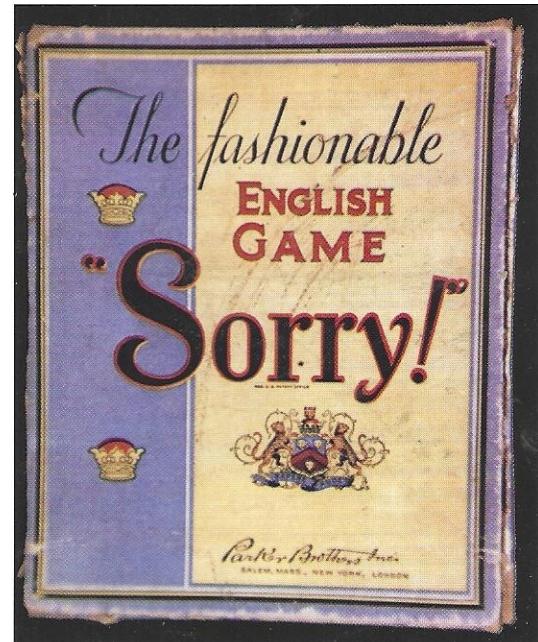


### PARCHEESI

Selchow & Righter 1975

Unusual 100th Anniversary version.

\$15 - \$25



### SORRY!

Parker Brothers 1934

(Shown without board). "The Fashionable English Game." Like CLUE, Sorry originally came from England (see first book).

\$30 - \$40

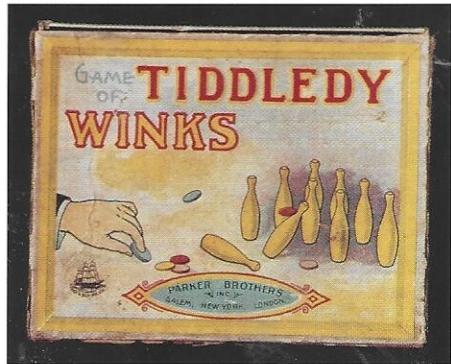


### MAH-JONGG

Parker Brothers 1923

Selling for the Mah-Jongg Sales Co. of America, at the height of the craze (see first book).

\$50 - \$60



### TIDDLEDY WINKS

Parker Brothers 1900s?  
Different games could be played, with winks and small bowling pins. Came with glass cup, which is of special interest to some collectors.  
\$25 - \$35

### BATS IN YOUR BELFRY

Mattel 1964  
A timer popped plastic bats up out of a castle. Players had to catch them with giant, webbed Creature-from-the-Black-Lagoon hands.  
\$55 - \$75



### VAMPIRE MONSTER GAME

Lakeside 1970s  
\$25 - \$35

### WEREWOLF MONSTER GAME

Lakeside 1970s  
\$35 - \$45

### MONSTROUS MONSTER GAME

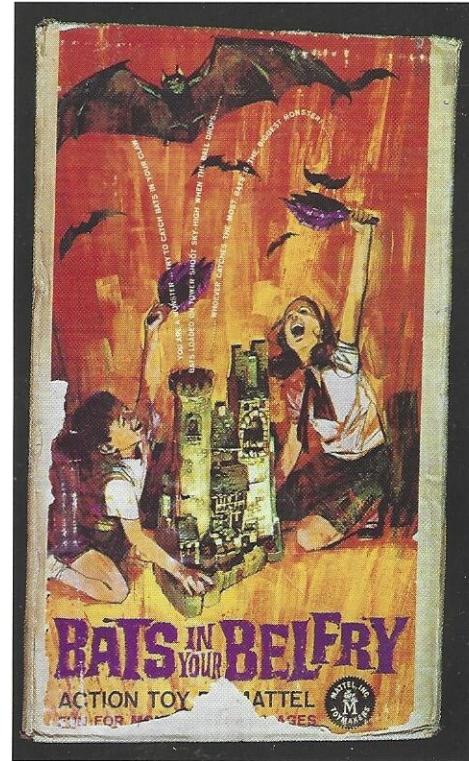
Lakeside 1970s  
\$35 - \$45

### WORD GAME OF GHOST

Lakeside 1970s  
\$20 - \$25

These scary games (a series by Lakeside) were all dice games in plastic figural containers, like Soakies.

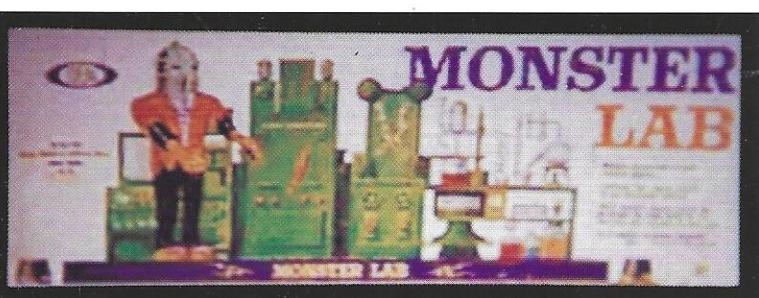
All four games courtesy of Rick Polizzi



Below:

### HAUNTED HOUSE

Ideal 1962  
Another cool, giant game. Players move through what amounts to a 3-D board, opening hidden doors while listening to the "hootin' owl" spinner, and searching for the hidden jewel in the attic. Great box graphics.  
\$350 - \$450



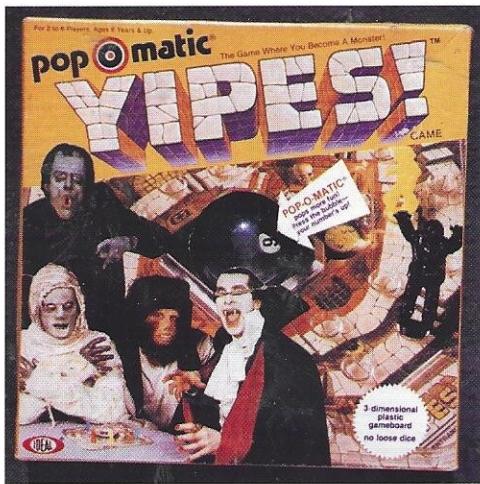
### MONSTER LAB

Ideal 1964

This huge game is every collector's dream. Players fight to keep a motorized monster from coming to their side. When he reaches the end, his mask pops off, revealing a hideous skeletal face. Neat!  
\$400 - \$500



Inside HAUNTED HOUSE.



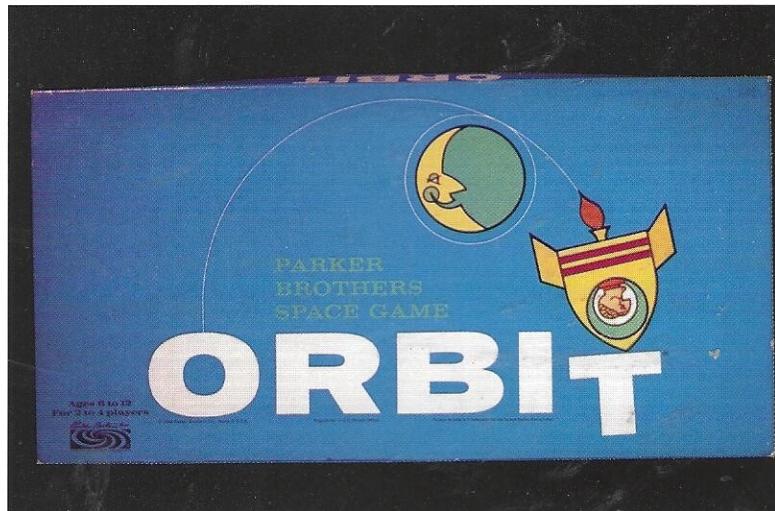
**YIPES!**  
Ideal 1976  
TROUBLE, with  
monsters.  
\$10 - \$15



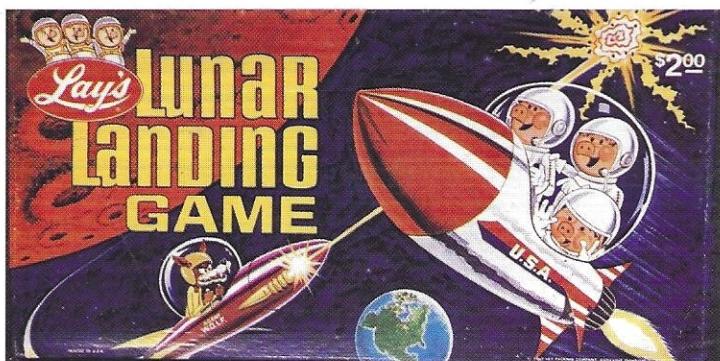
**COUNT DOWN**  
Transogram 1960  
Beautiful space game.  
Courtesy of Rick Polizzi  
\$40 - \$50



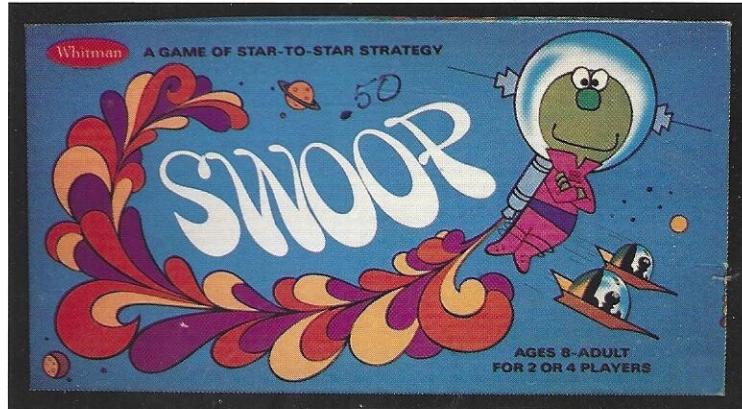
**STEVE SCOTT SPACE SCOUT**  
Transogram 1952  
Early space game. Game named after Transogram's President's grandson. How's that for an ego-boost?  
\$75 - \$100



**ORBIT**  
Parker Brothers 1966  
Reissue of 1959 game with new graphics.  
From the collection of Bob Claster  
\$20 - \$25



**LUNAR LANDING**  
Lay's 1969  
For some reason, the Lay's Potato Chips people made a space game involving the Big, Bad Wolf and the Three Little Pigs. Game keeps being offered for sale in mint, unpunched condition, suggesting a warehouse find.  
\$30 - \$40



**SWOOP**  
Whitman 1969  
Kind of a space version of SORRY.  
\$15 - \$20



#### EARTH SATELLITE

Gabriel 1956

Very rare.

Courtesy of Jeff Lowe's ExtravAGAMEza  
\$75 - \$125



#### SPACE WALK

Selchow & Righter 1970  
Skill game maneuvering a marble through a tilting maze, kind of like SOM-BRERO.

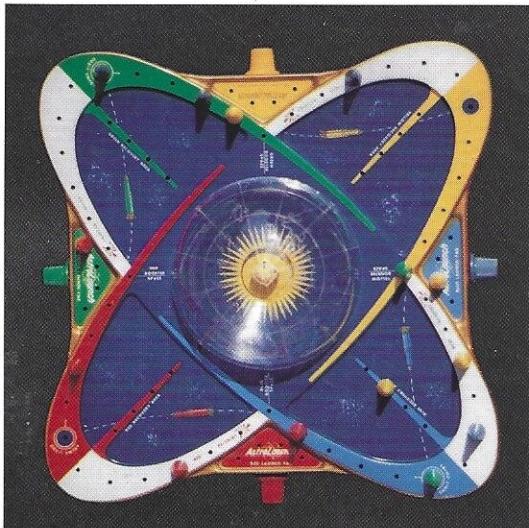
\$30 - \$40



#### ASTRO LAUNCH

Ohio Art 1963

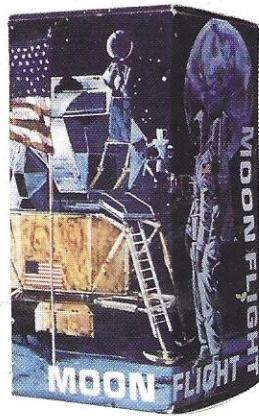
Scarce game by this company. Metal board. Space version of TROUBLE.  
\$75 - \$100



Inside of ASTRO LAUNCH.

#### MOON FLIGHT

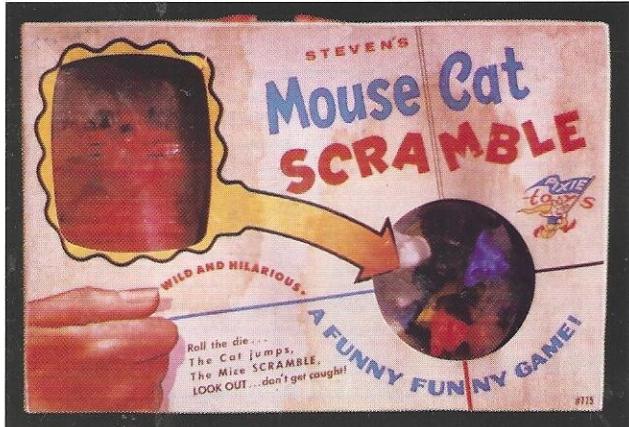
Avon 1970  
\$20 - \$25



#### MOON FLIGHT

Avon 1970  
Giant game board, moving pieces, instructions, Apollo rocket with Moon lander, and an American flag were all jammed into this neat game by Avon. And when you were done, you could douse yourself with the contents of the rocket. How many games can you do that with?

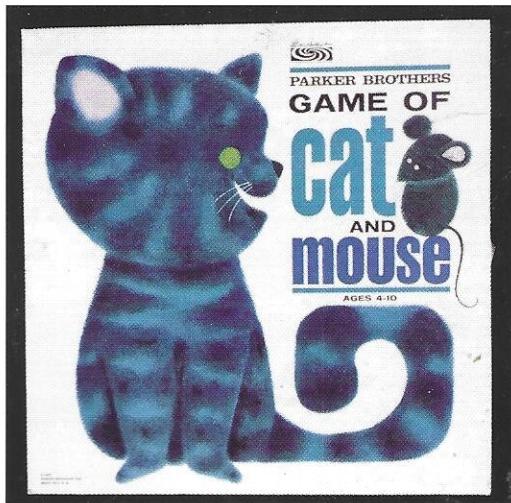




### MOUSE CAT SCRABBLE

Steven Mfg. 1967

\$15 - \$20

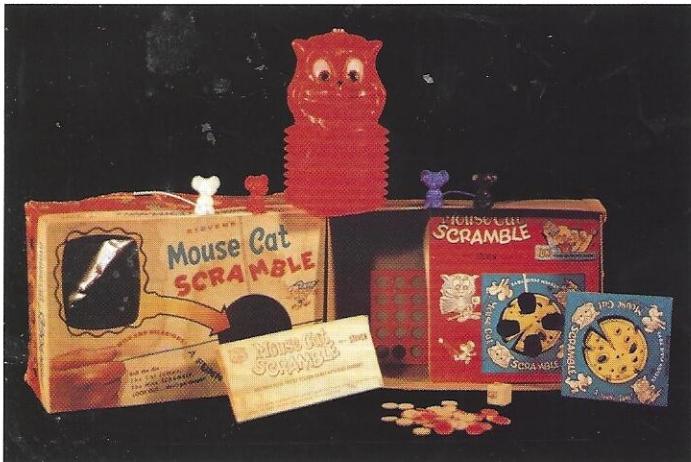


### CAT AND MOUSE

Parker Brothers 1964

Little plastic mice moved around the board, and tried not to fall into the cat's traps.

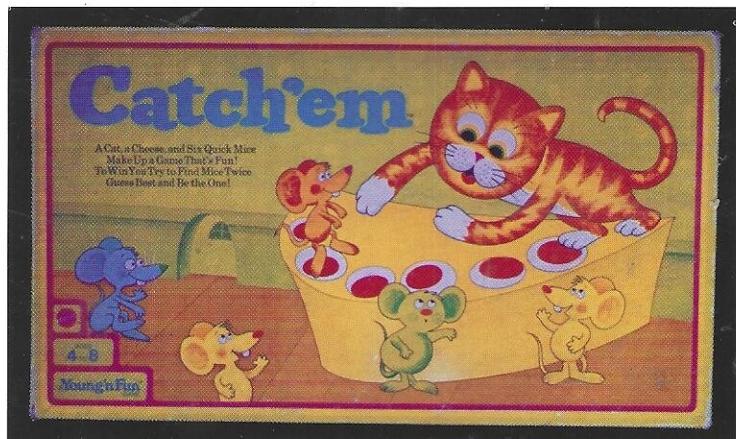
\$15 - \$20



### MOUSE CAT SCRABBLE

Steven Mfg. 1967

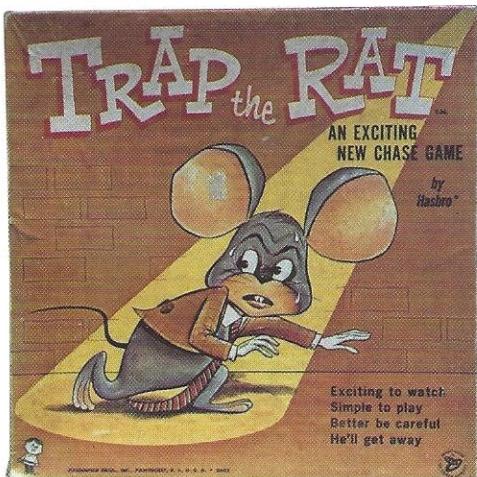
Small game similar to RED SKELETON'S "I DOOD IT," SCAT (see first book) and JACK BE NIMBLE. Players place their mice in the center of the table and hold them by their tails. When the "Cat" figure appears on the dice all players must yank their mice as fast as they can, while the cat must attempt to trap the mice with the plastic cat. In this case, when the cat slams down, it makes a "squeak" noise from the built in squeaker. Lots of neat graphics.



### CATCH 'EM

Mattel 1969

Huge plastic cheese and magnetic mice.  
\$20 - \$25



### TRAP THE RAT

Hasbro 1964

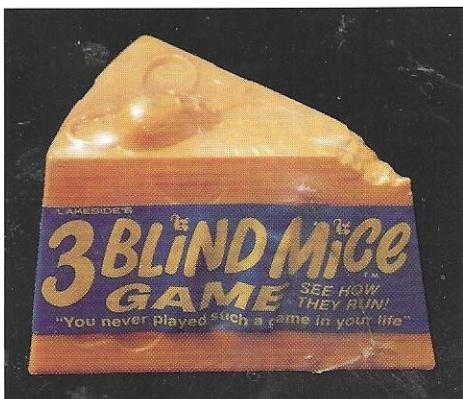
Plastic fences try to surround an escaping rat. Some games came with a plastic mouse piece, others with a metal mouse.  
\$20 - \$25



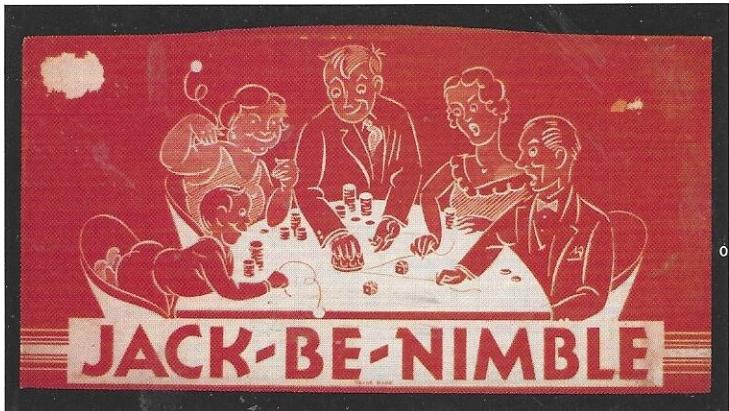
### KING OF THE CHEESE

Milton Bradley 1959

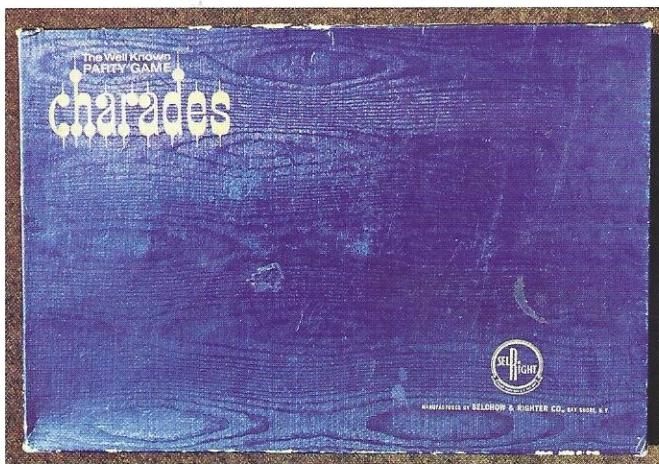
Big cardboard cheese and sticky mice.  
Courtesy of Jeff Lowe's ExtraVAGAMEza  
\$35 - \$45



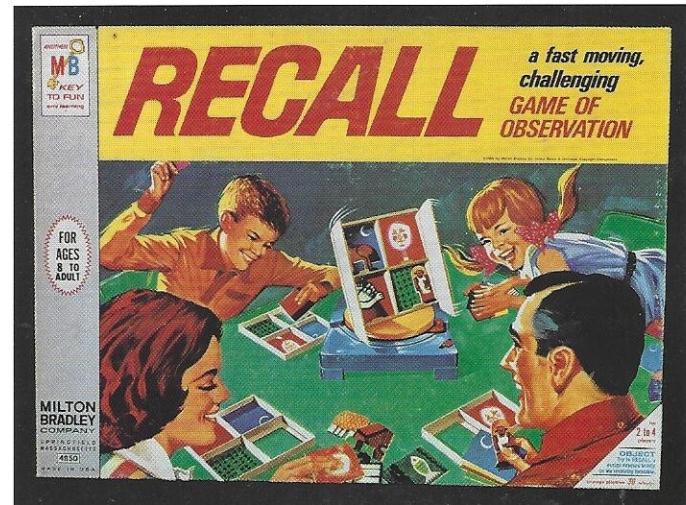
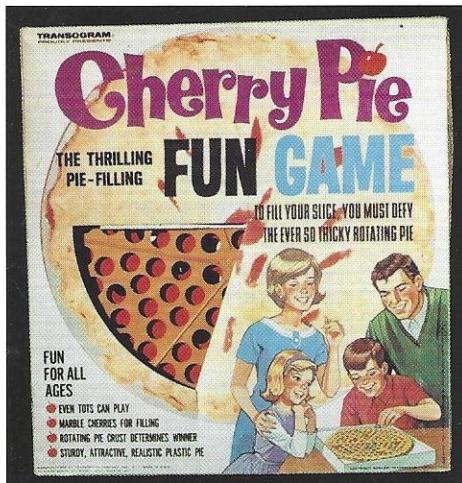
**3 BLIND MICE**  
Lakeside 1967  
Game container was small plastic piece of cheese.  
\$15 - \$20



**JACK BE NIMBLE**  
The Embossing Company 1940s?  
Same game as MOUSE CAT SCRABBLE.  
\$10 - \$15



**CHARADES**  
Selchow & Righter 1968  
Plain old charades, but with  
a timer and score pads.  
\$10 - \$12



**RECALL**  
Milton Bradley 1967  
Players had to reconstruct a fast moving image from a pile of images.  
\$25 - \$35

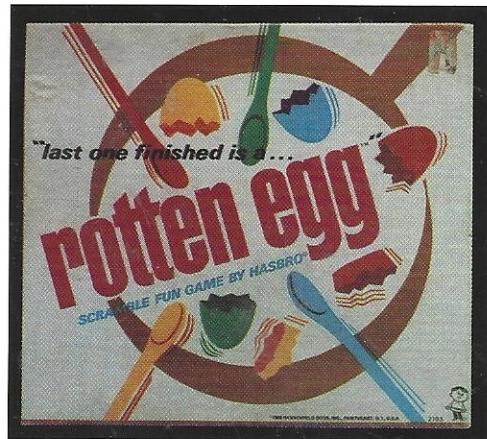


**DON'T BUG ME**  
Hasbro 1967  
"The game that will  
drive you buggy."  
Players attempt to fling  
bugs through a small  
opening in a net. First  
one to get rid of his  
bugs wins.  
\$20 - \$25



**BIRD BRAIN**  
Milton Bradley 1966  
Like the card game BINGO.  
\$25 - \$35

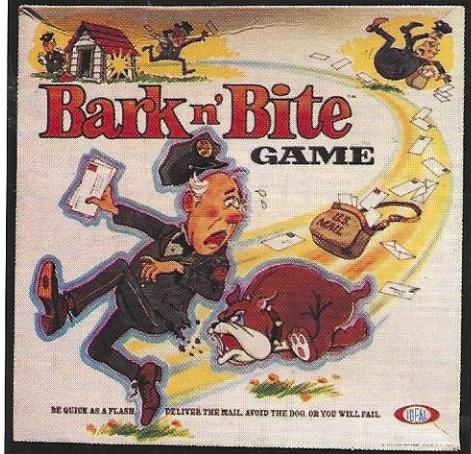
**CHERRY PIE**  
Transogram 1966  
"Even tots can play." Same game as STAY ALIVE (see first book).  
\$20 - \$25



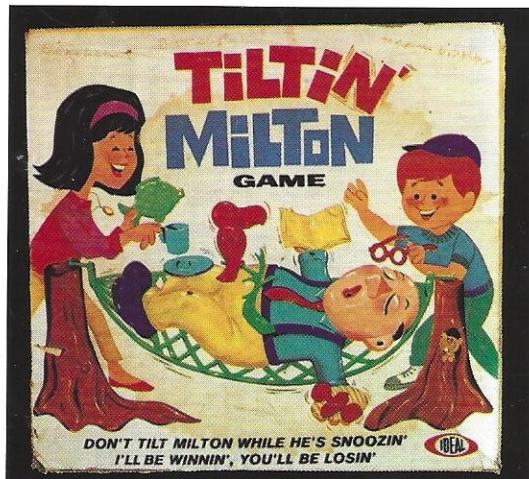
**ROTTEN EGG**  
Hasbro 1966  
Players try to reassemble their colored plastic eggs.  
\$20 - \$25



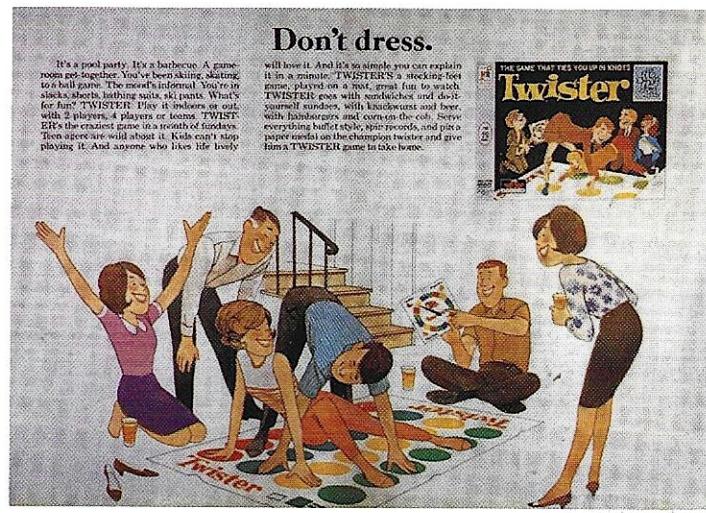
**FUNNY FINGER**  
Ideal 1968  
I can imagine kids breaking their digits on this one.  
\$15 - \$20



**BARK N' BITE**  
Ideal 1969  
Players try to avoid the dog as they deliver the mail. Obscure game.  
\$25 - \$35

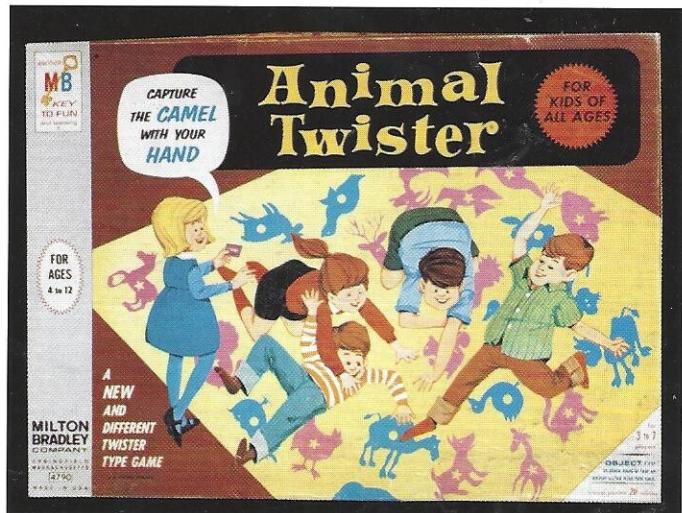


**TILTIN' MILTON**  
Ideal 1968  
One of many plastic balancing games, like HUNGRY HENRY (see first book).  
\$20 - \$25

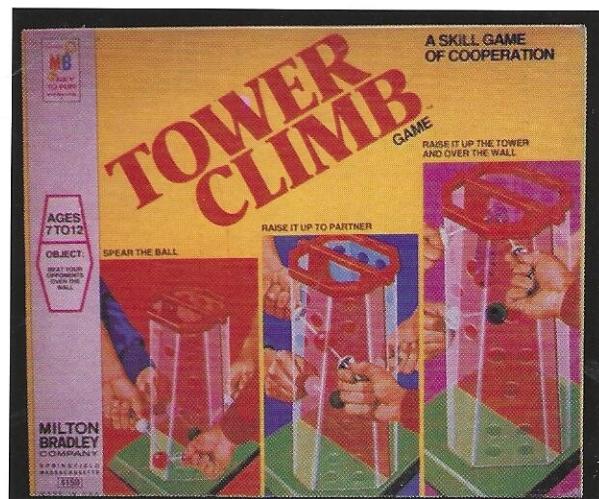


### Don't dress.

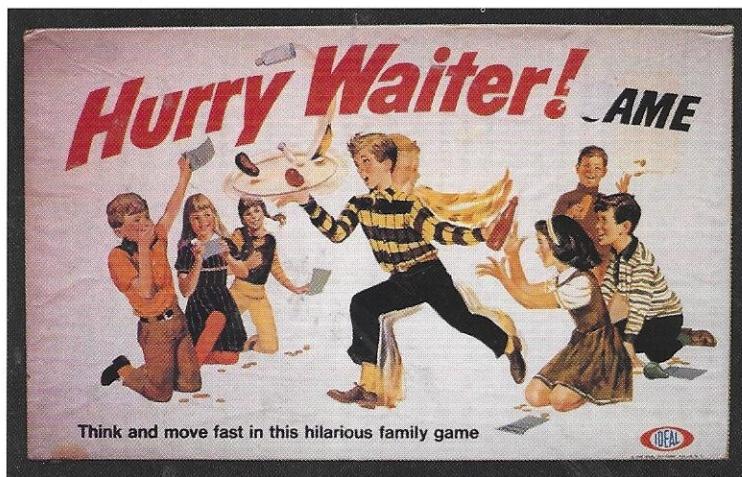
It's a pool party. It's a barbecue. A game to roll around. You've been skating, roller skating, roller skating. You're wearing slicks, sheets, nothing suits ski pants. What's for fun? TWISTER! Play it solo or outfit with a partner, 4 players or teams. TWISTER exercises the mind and body, too. Teenagers are wild about it. Kids can't stop playing it. And anyone who likes life lively will love it. And it's so simple you can explain it in a minute: TWISTER's a stocking-feet game. You need a mat, a fun-to-watch TWISTER歌, a sandwich, and dress yourself sundries, with kahowdowns and beer, even though half the table is covered, and pica paper ready on the champion twister, and give him a TWISTER game to take home.



**ANIMAL TWISTER**  
Milton Bradley 1967  
For the kiddies.  
\$20 - \$25

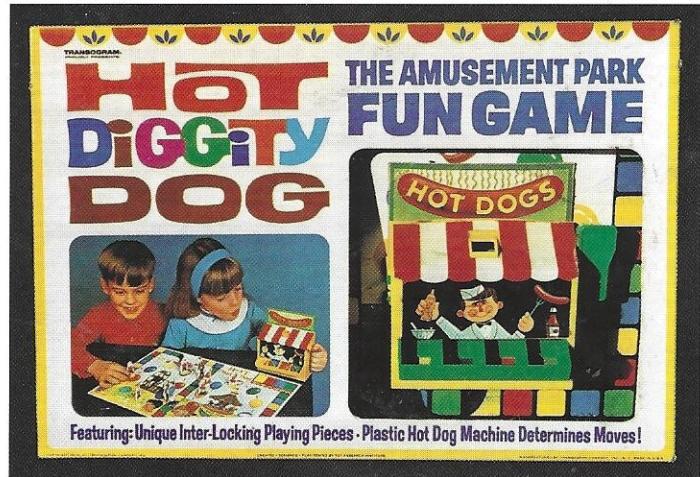


**TOWER CLIMB**  
Milton Bradley 1971  
Neat game in which you and a partner must work together to raise a plastic ball up and out of the tower.  
\$15 - \$20



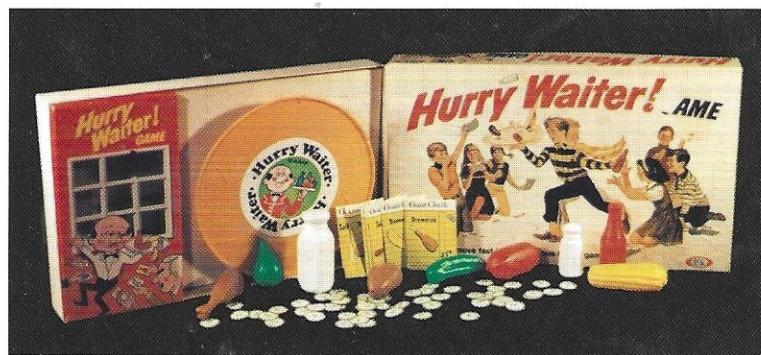
#### HURRY WAITER!

Ideal 1967  
\$25 - \$35



#### HOT DIGGITY DOG

Transogram 1967  
"The Amusement Park Fun Game." The plastic hot dog machine determined your moves. Plastic weiners!  
\$25 - \$35

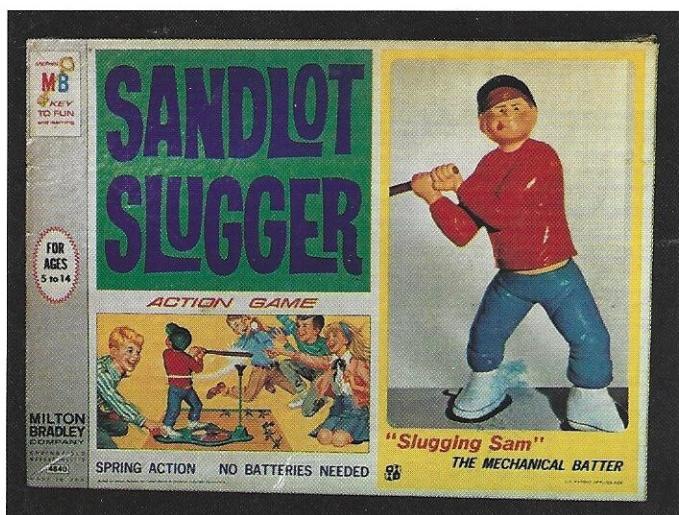
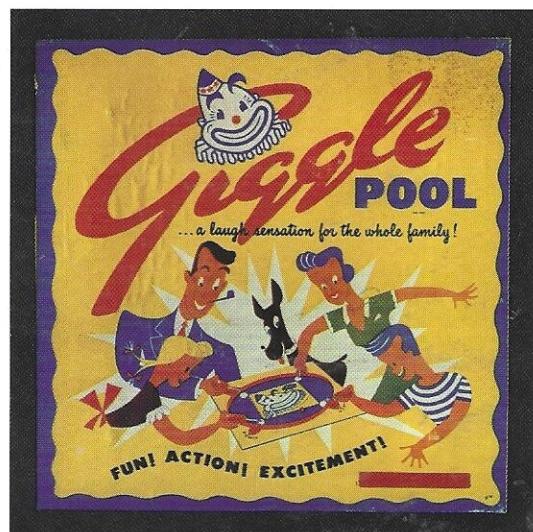


#### HURRY WAITER!

Ideal 1967  
Large, nerve-wracking game in which one player must memorize what other players have ordered, and then quickly bring their orders to them while balancing a revolving timer-tray. The good news is there is lots of plastic fruit.

#### GIGGLE POOL

Unknown 1950s?  
I'm not sure why it was called Giggle or Pool, because you do neither. Basically you're using bellows to blow a Styrofoam ball into your opponents corner.  
\$20



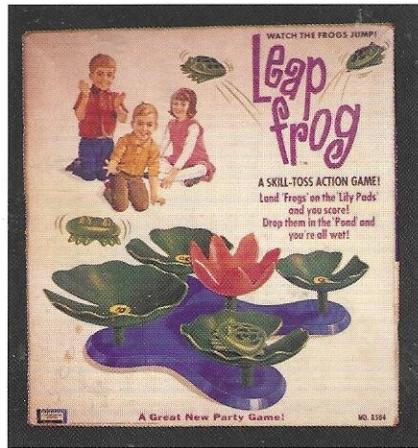
#### SANDLOT SLUGGER

Milton Bradley 1968  
"Slugging Sam," the mechanical batter, was spring loaded and basically played Tee-Ball in this popular action game.  
\$25 - \$35



#### SCARECROW

Ideal 1975  
Shoot the giant plastic scarecrow in the proper spot and he'll fall to pieces.  
\$55 - \$75

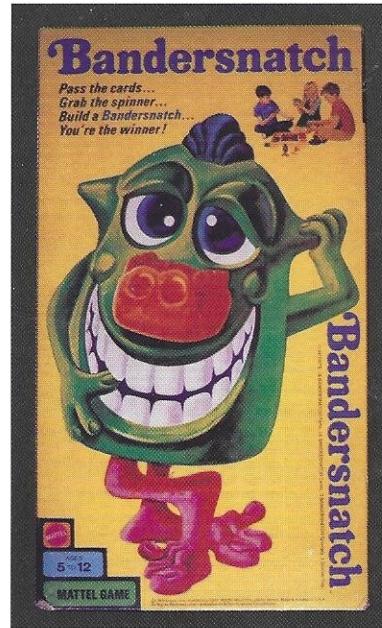


### LEAP FROG

Lakeside 1966

"Skill-Toss Action Game." You toss rubber frogs at plastic lily pads for points.

\$35 - \$45

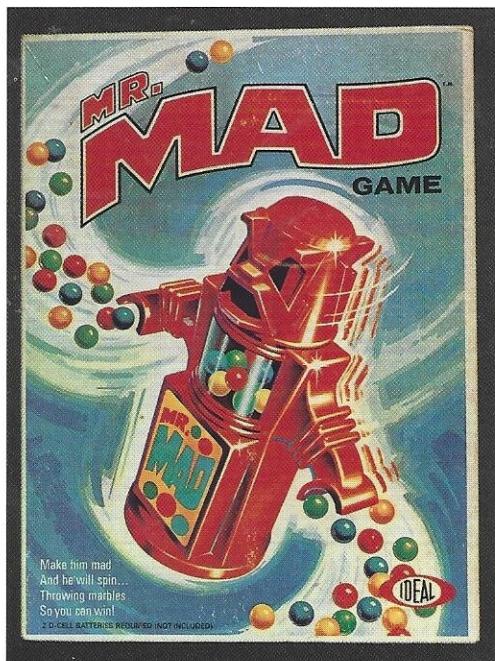


### BANDERSNATCH

Mattel 1968

The game of COOTIE, only you're building a Bandersnatch.

\$30 - \$35



### MR. MAD

Ideal 1970

Super cool game in which a battery-operated robot spins out of control, spewing marbles, if you put the wrong marble in the wrong spot.

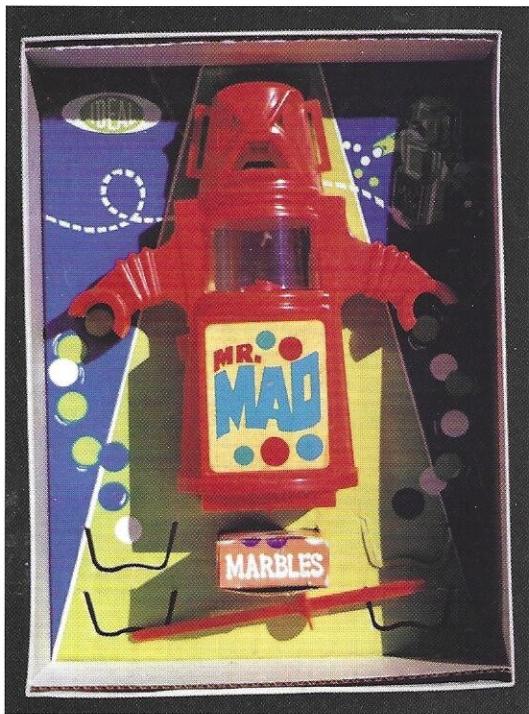
\$35 - \$45



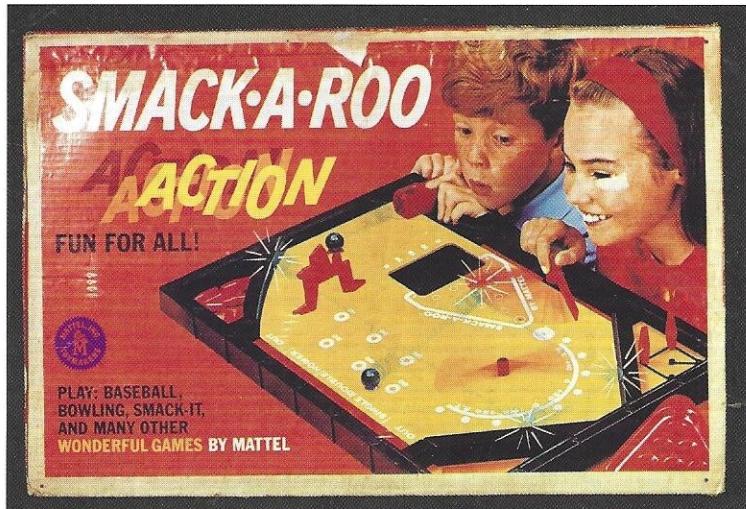
### MR. REMBRANDT

Ideal 1970

Kind of a motorized Spirograph.  
\$30 - \$40



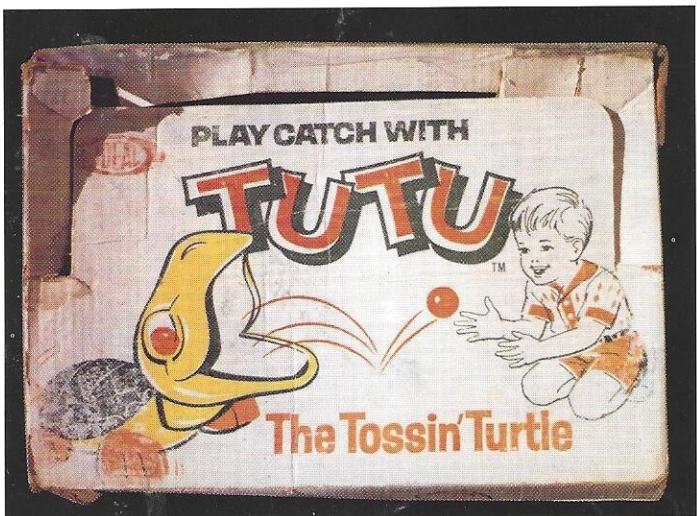
Left:  
Inside of MR. MAD.



### SMACK-A-ROO

Mattel 1964

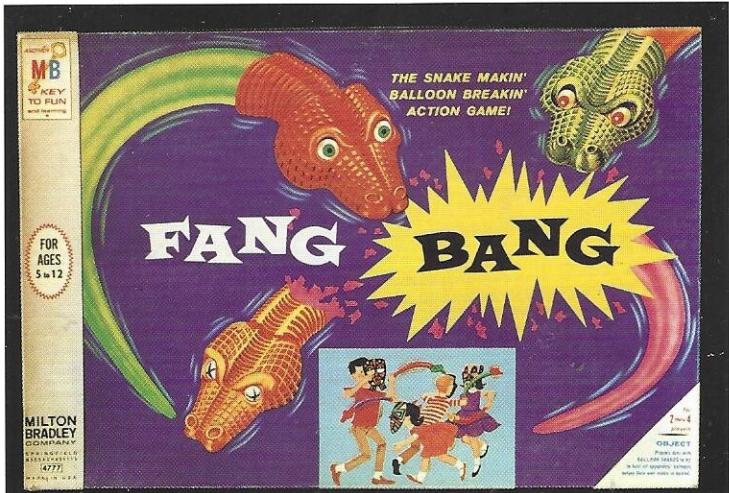
"Play Baseball, Bowling, Smack-it, and Many Other Wonderful Games."  
\$25 - \$35



### TU TU

Ideal 1963

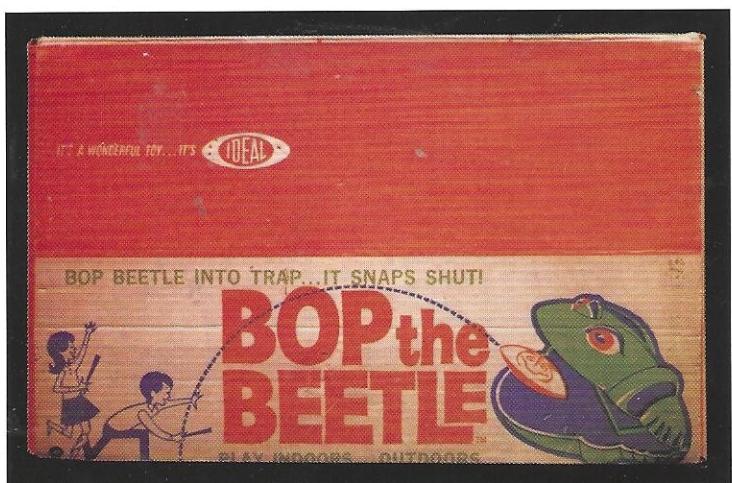
"The Tossin' Turtle." Large plastic turtle plays catch with you, providing you throw the ball exactly in his mouth.  
\$30 - \$40



### FANG BANG

Milton Bradley 1967

Bizarre game in which players don witch doctor masks and try to beat each other with balloon snakes until they burst.  
\$30 - \$40



### BOP THE BEETLE

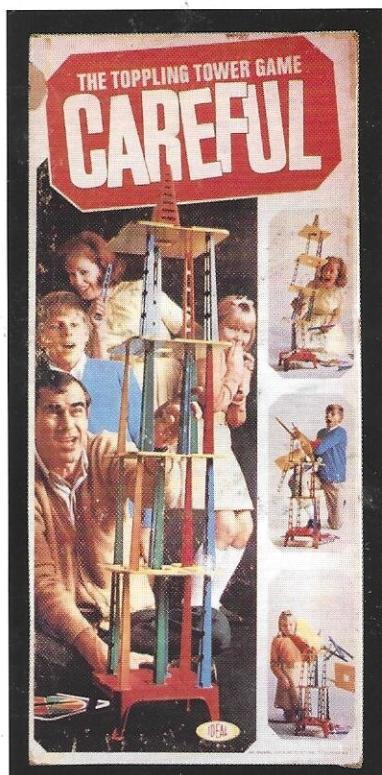
Ideal 1962

Basically Tiddely Winks, with large plastic beetles that you try to "bop" into the giant frog's mouth.  
\$65 - \$75

### CAREFUL

Ideal 1967

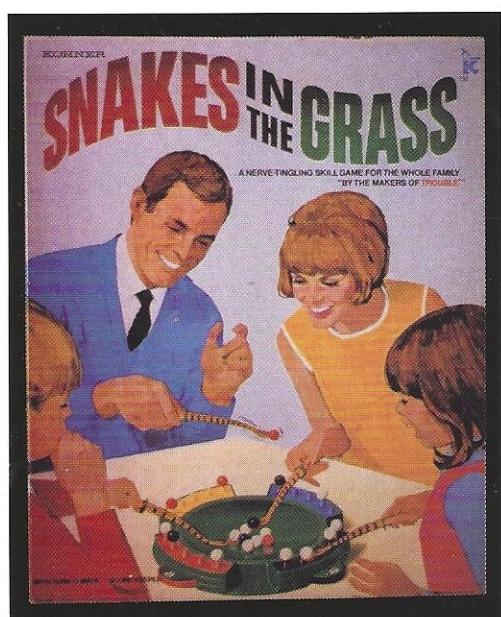
"The toppling tower game." Nerve-wracking game in which players take turns removing parts of a tower indicated by the spinner.  
\$25 - \$35



### BABYSITTER

Ideal 1966

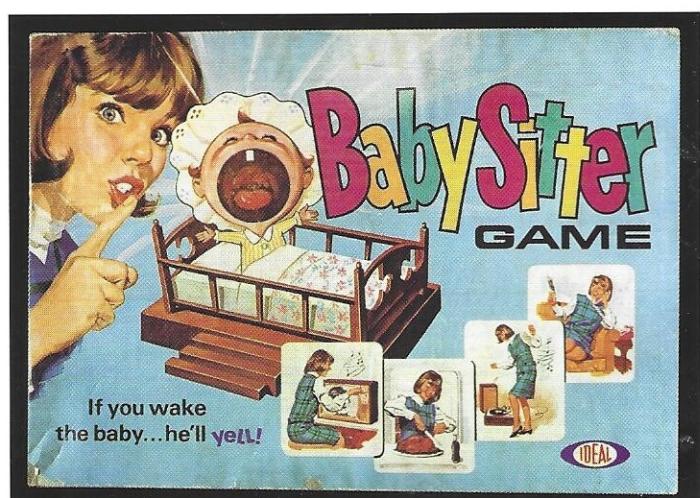
Large, scarce game in which the object is not to wake up the spring loaded baby while doing things that baby-sitters do best, like listening to the radio, playing records and eating from the fridge. The baby makes a cute squeaking noise when he wakes up.  
\$75 - \$100

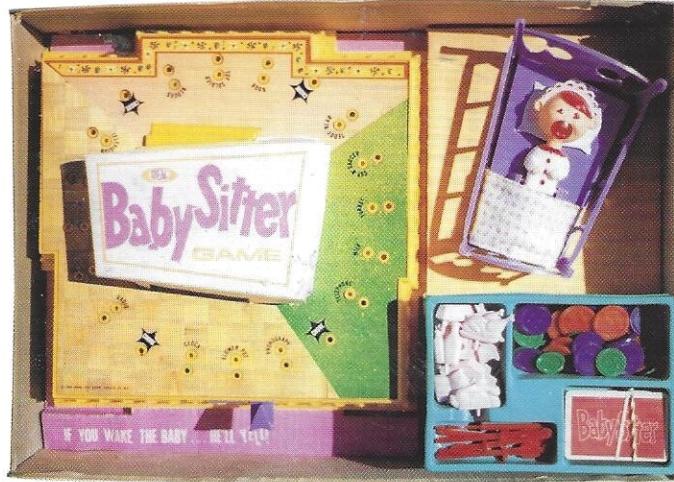


### SNAKES IN THE GRASS

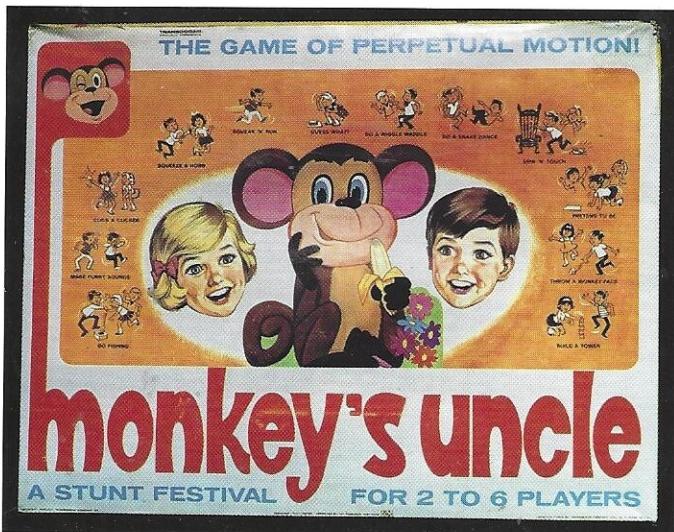
Kohner 1960

Players use wiggly rubber snakes to pick up colored marbles from a pit. Very irritating.  
\$25 - \$35





Inside of BABY-SITTER.



#### MONKEY'S UNCLE

Transogram 1967  
\$40 - \$50



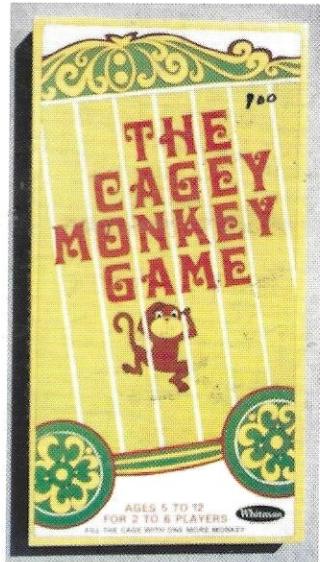
#### MONKEY SHINES

E.S. Lowe 1960s  
Huge plastic palm tree is climbed by players' monkeys before the chimpanzee catches them. Is it just me, or do these kids have a lot of mascara on?  
\$20 - \$25



#### MONKEY'S UNCLE

Transogram 1967  
"A Stunt Festival," and no truer words were ever spoken. Gigantic game had tons of stunts that players had to rush to and perform, from fishing in a cardboard box to making sounds like a Monkey's Uncle. When the large Monkey Timer's eyes came full circle, the round was over. Scarce.

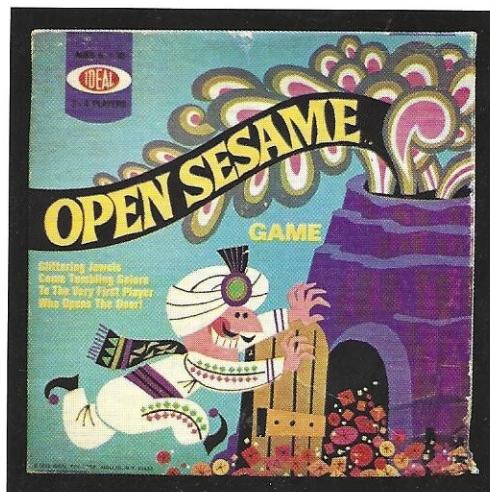


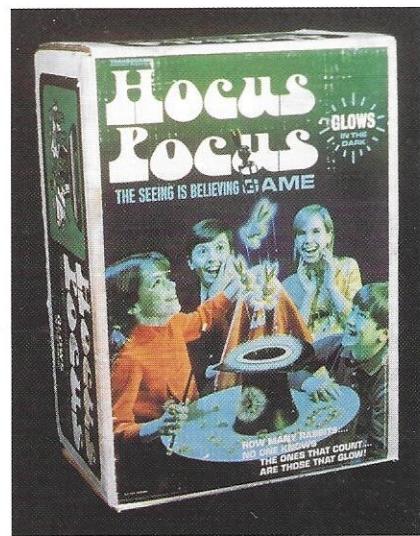
#### CAGEY MONKEY

Whitman 1960s  
Courtesy of Jeff Lowe's ExtraGAMEza  
\$15 - \$20

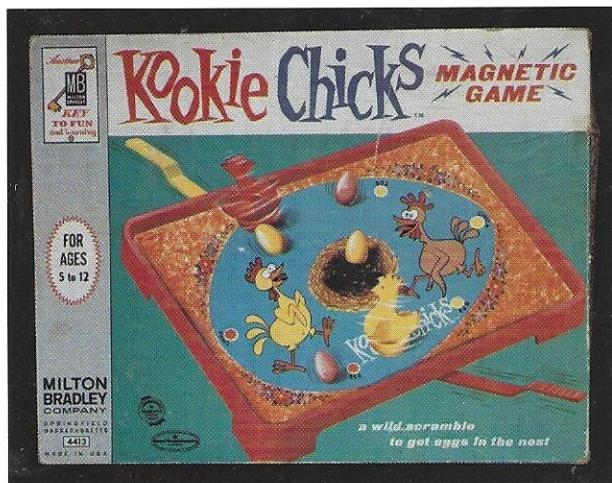
#### OPEN SESAME

Ideal 1972  
Large, cool plastic "mountain" houses fabulous jewels. If you drop your marble at the right time, "open sesame," the door opens and the jewels are yours.  
\$20 - \$25

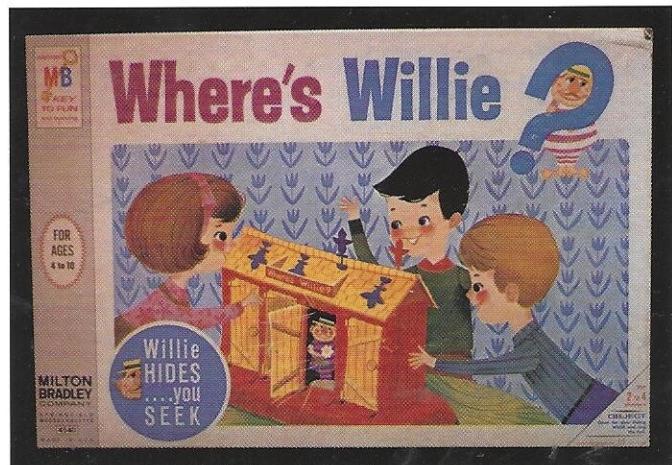




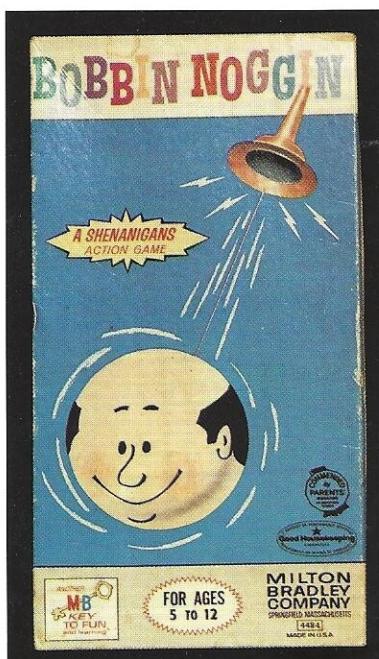
**HOCUS POCUS**  
Transogram 1968  
Glow in the dark rabbits jump out of a hat. From a "Glow" series that included GREEN GHOST and KABALA (see first book).  
Courtesy of Rick Polizzi  
\$40 - \$60



**KOKIE CHICKS**  
Milton Bradley 1967  
Magnetic wands under the board controlled these wacky Styrofoam eggs.  
\$20 - \$25

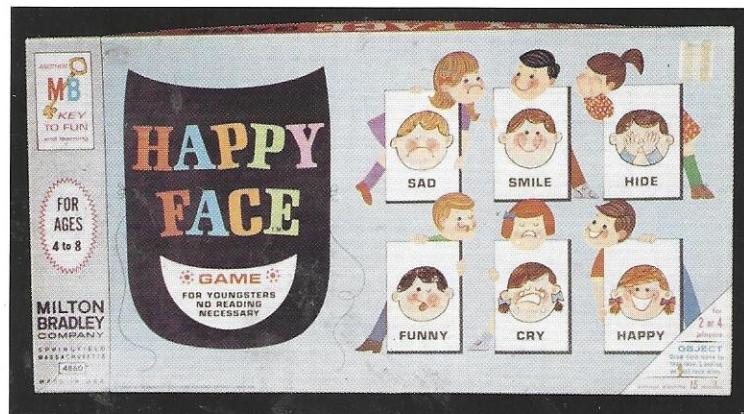


**WHERE'S WILLIE?**  
Milton Bradley 1966  
Based on a stunt from *Shenanigans* TV show. Large game.  
\$30 - \$40



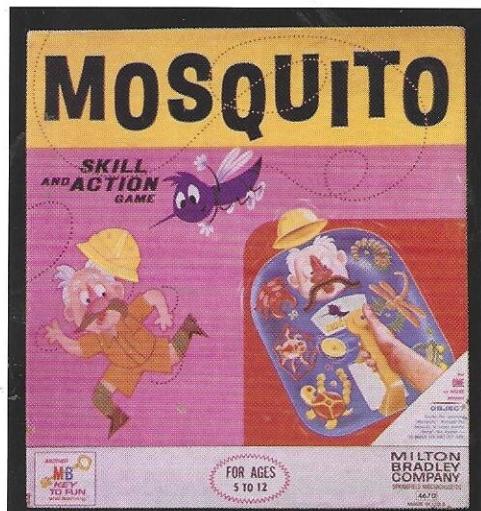
**SCOOT!**  
Transogram 1955  
3-D game "House" board changed depending on whether Mom or the Kids were home.  
\$12 - \$15

**BOGGIN NOGGIN**  
Milton Bradley 1964  
Stunt from *Shenanigans* TV show.  
\$15 - \$20



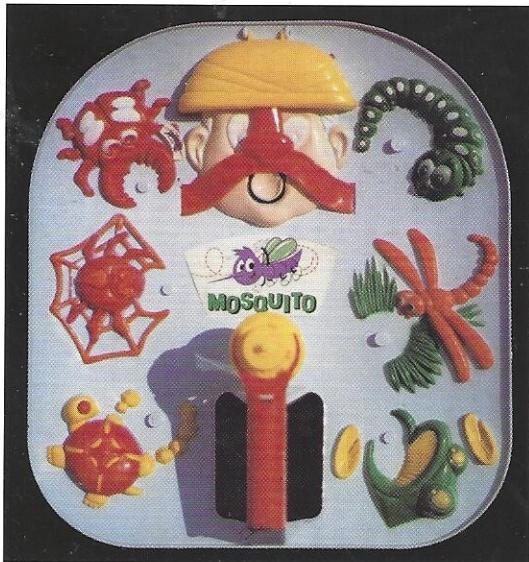
### HAPPY FACE

Milton Bradley 1968  
Youngsters matched cards to faces.  
\$10 - \$15

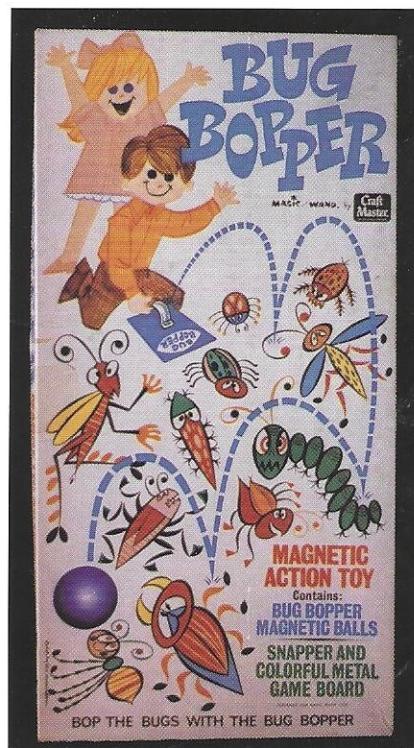


### MOSQUITO

Milton Bradley 1966  
Players tried to maneuver a spinning top for points.  
\$30 - \$40

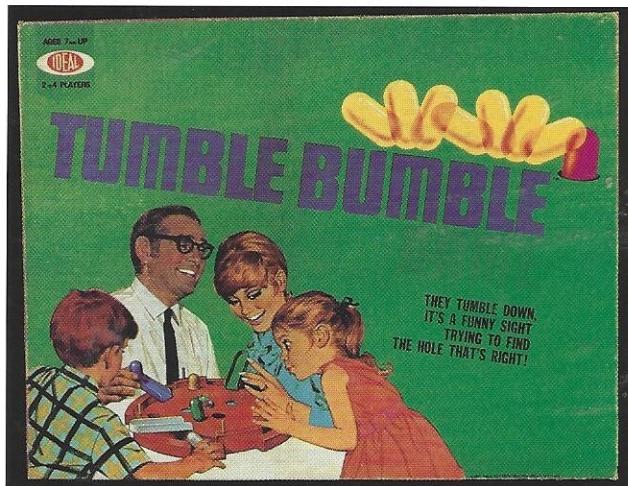


Inside of MOSQUITO.



### BUG BOPPER

Magic Wand Corp. 1969  
"Bop the bugs with the bug bopper." Magnetic action game.  
\$10 - \$15



### TUMBLE BUMBLE

Ideal 1970  
Large plastic capsules slide down ramps into holes on the board.  
\$20 - \$30

Right:

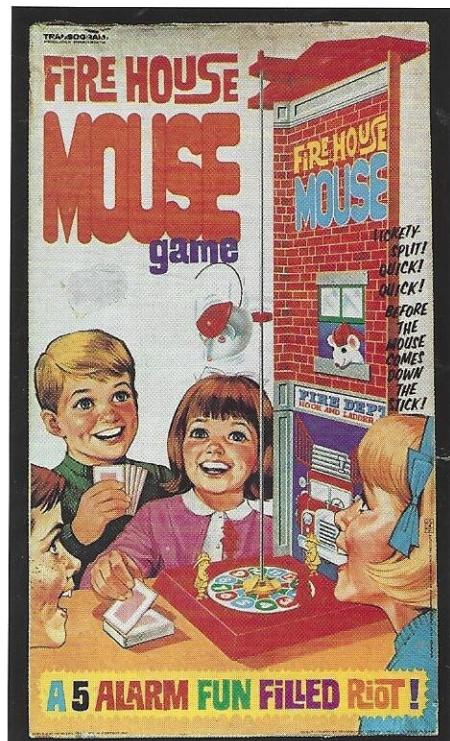
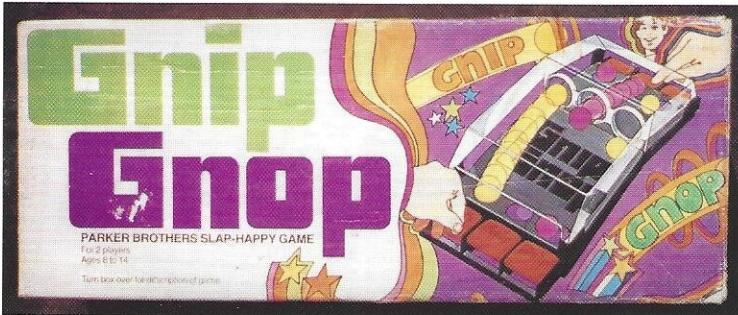
### FIRE HOUSE MOUSE

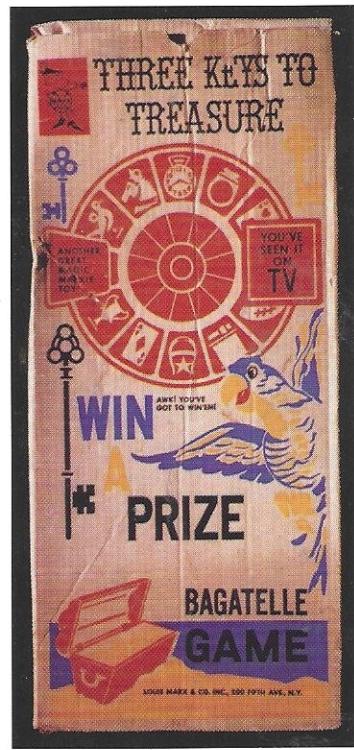
Transogram 1967  
Players try to pull the cards they need before the mouse comes bobbing down the fire pole. Transogram also used this same concept for SPY-A-POPPIN.  
\$30 - \$40

Left:

### GNIP GNOP

Parker Brothers 1971  
I guess everyone knows by now that GNIP GNOP is PING PONG spelled backwards.  
\$15 - \$20





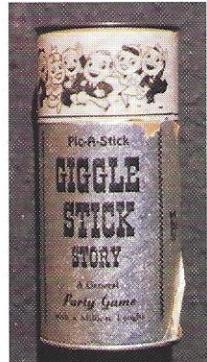
### THREE KEYS TO TREASURE

Marx 1960  
\$75 - \$100



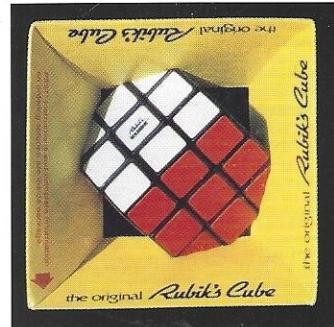
### THREE KEYS TO TREASURE

Marx 1960  
Very large "Bagatelle" game in which players must try to line up the balls in three different sections on the board. When this is done, the locking mechanism is released and the treasure door pops open, revealing the prize that the wheel has turned to for that session. Marx did a lot of pinball machines and bagatelles, but this one is unique.



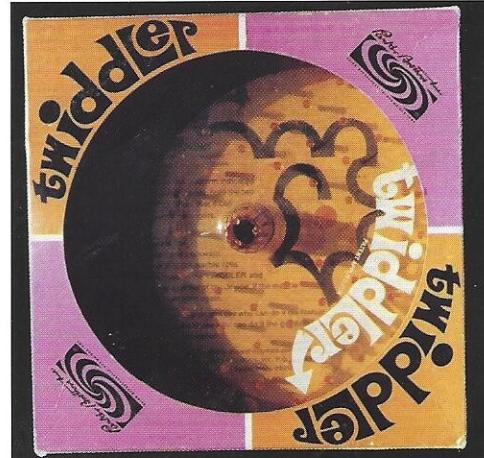
### GIGGLE STICK

Art Emboss Print Co.  
1930s?  
Players picked a stick and read the hilarious story.  
\$5 - \$10



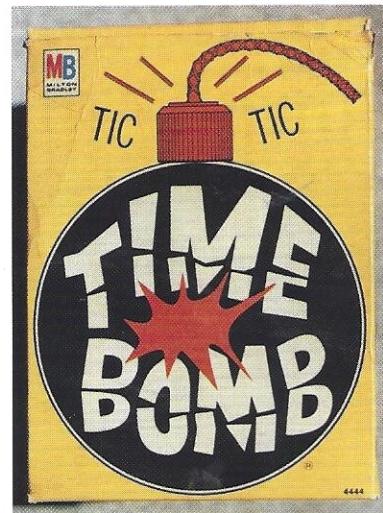
### RUBIK'S CUBE

Ideal 1980  
"The Original" Rubik's Cube. Puzzle.  
\$15 - \$20



### TWIDDLE

Parker Brothers 1969  
Maze game.  
\$10 - \$15



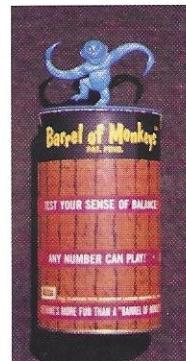
### TIME BOMB

Milton Bradley 1964  
Basically hot potato. Bomb goes off in hands of last one holding it. Great collector interest.  
Courtesy of Rick Polizzi  
\$45 - \$55



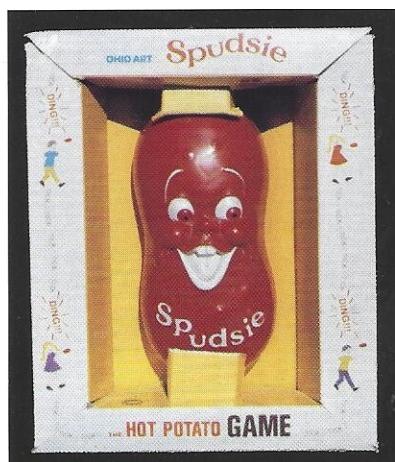
### PLUG-A-JUG

Parker Brothers 1969  
Word game in plastic jug container.  
\$7 - \$10



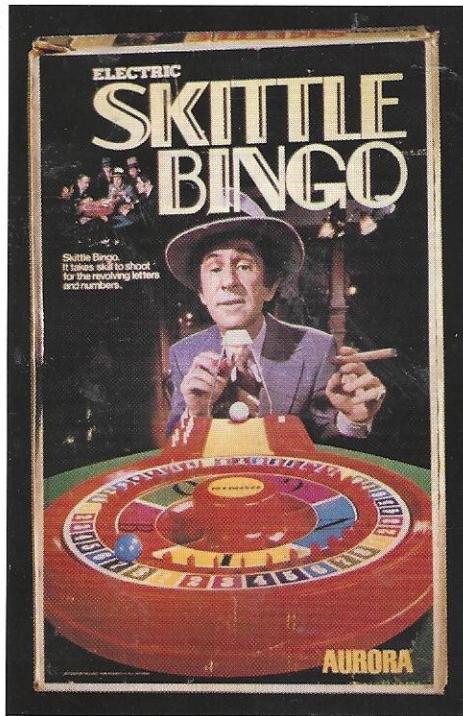
### BARREL OF MONKEYS

Lakeside 1965  
This original edition of the old favorite came in a cardboard container. Subsequent editions were in plastic barrels.  
\$30 - \$40

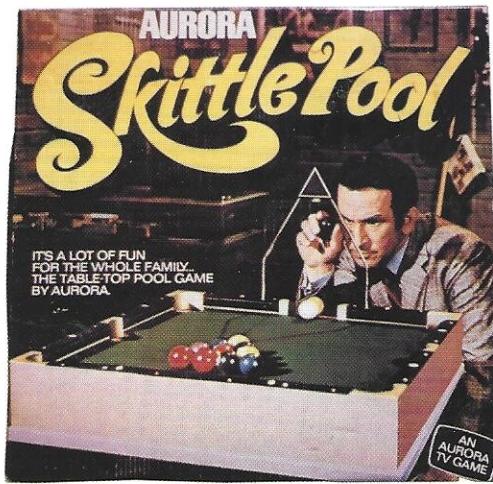


### SPUDSIE

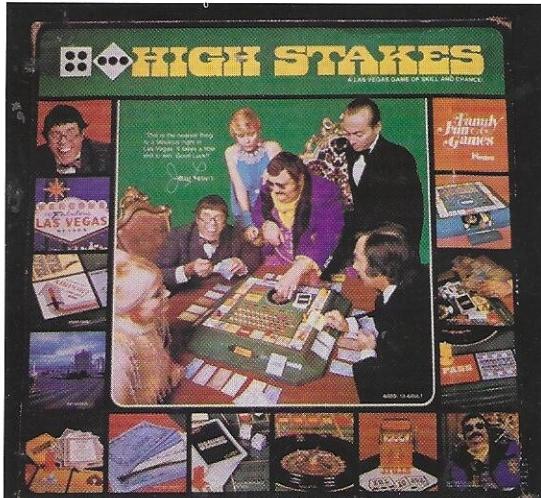
Ohio Art 1960s  
"The Hot Potato Game." Same as TIME BOMB. Another rare Ohio Art game.  
\$30 - \$40



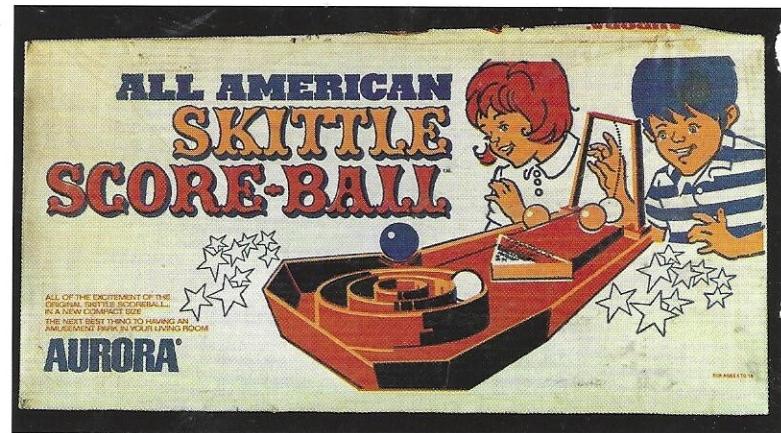
Left:  
**SKITTLE BINGO**  
Aurora 1973  
Don Adams again appeared on the cover of this revolving electric bingo game.  
\$35 - \$45



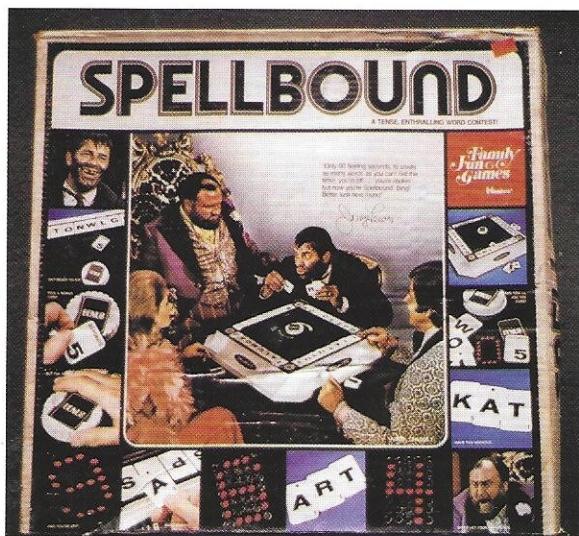
**SKITTLE POOL**  
Aurora 1972  
Don Adams appeared on the cover of this and the many other "Skittle" games that the original SKITTLE BOWL spawned, like SKITTLE HORSE SHOES, SKITTLE POKER, SKITTLE SHOOT-OUT, SKITTLE TIC-TAC-TOE, SKITTLE BINGO, and ALL-AMERICAN SKITTLE SCORE-BALL.  
\$50 - \$65



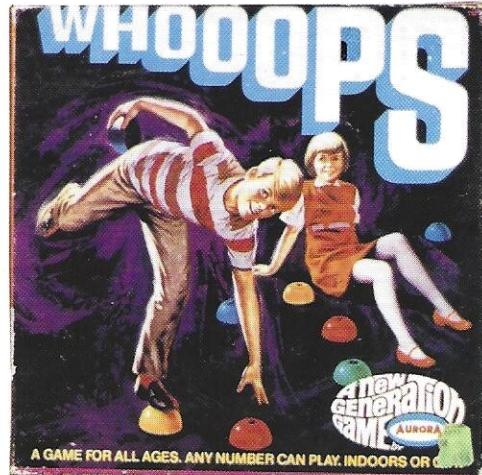
**HIGH STAKES**  
Hasbro 1973  
Huge Vegas-style game featured Jerry Lewis on the cover. Others in this series included SPELLBOUND.  
\$30 - \$40



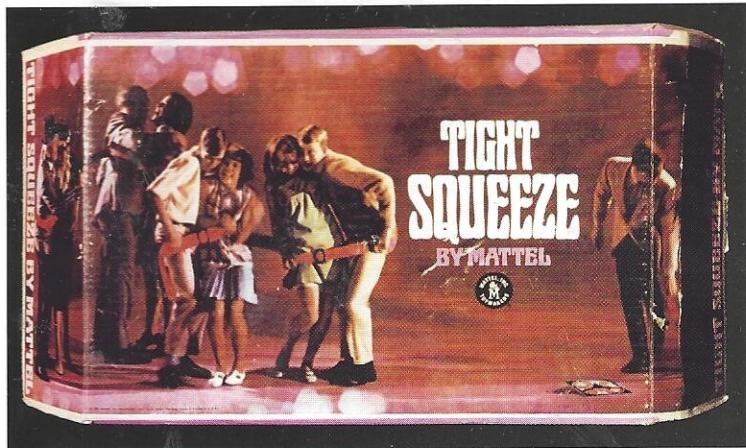
**ALL AMERICAN SKITTLE SCORE-BALL**  
Aurora 1972  
Reduced version of the original Skittle Score-Ball.  
\$20 - \$25



**SPELLBOUND**  
Hasbro 1973  
Huge spelling game with Jerry Lewis on the cover.  
\$30 - \$40



**WHOOPS**  
Aurora 1968  
Interesting game that had kids balancing on small plastic bowls. How many broken ankles occurred? Box of rare game is same size and shape as Aurora's Monster Models of the period.  
\$20 - \$30



### TIGHT SQUEEZE

Mattel 1967

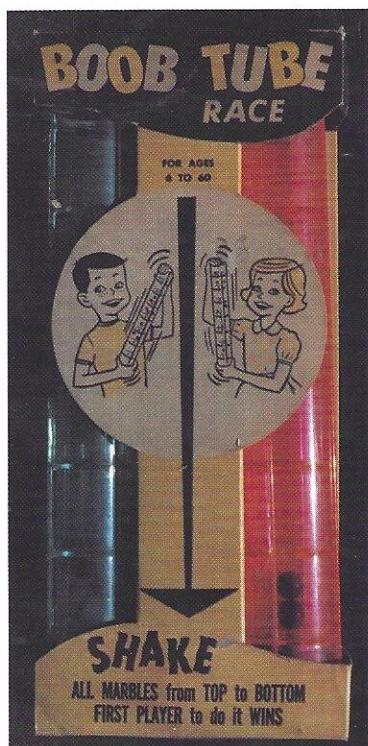
Mothers of America must have loved this game that had teenagers joined at the groin with tight fitting plastic belts.  
\$30 - \$40



### AIR TRIX

Milton Bradley 1976

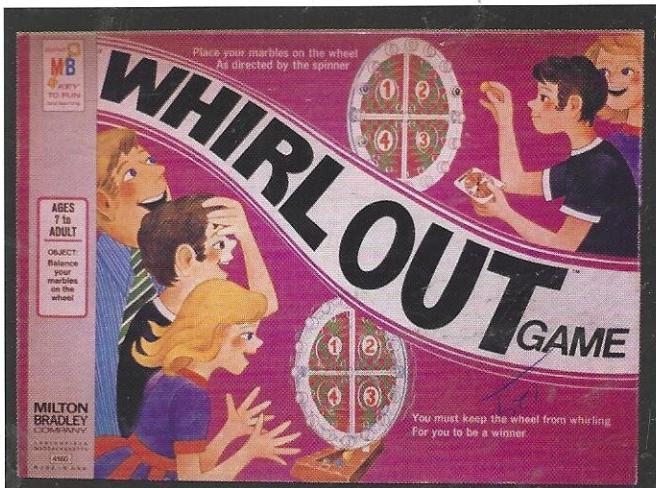
"The Airstream Game." Super cool game involves moving a ball through all kinds of obstacles while balancing it on a cushion of air.  
\$25 - \$35



### BOOB TUBE RACE

Milton Bradley 1962

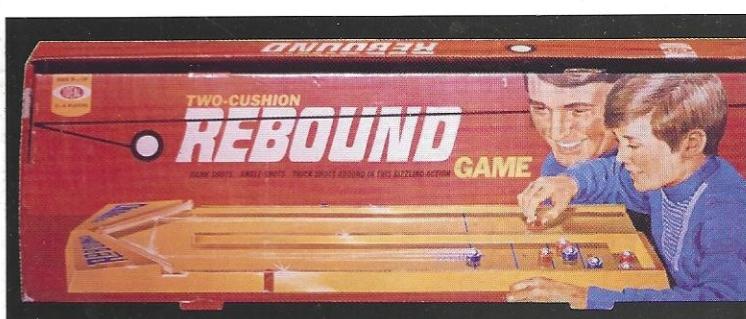
This originally was a stunt from the *Shenanigans* TV show.  
\$20 - \$25



### WHIRL OUT

Milton Bradley 1971

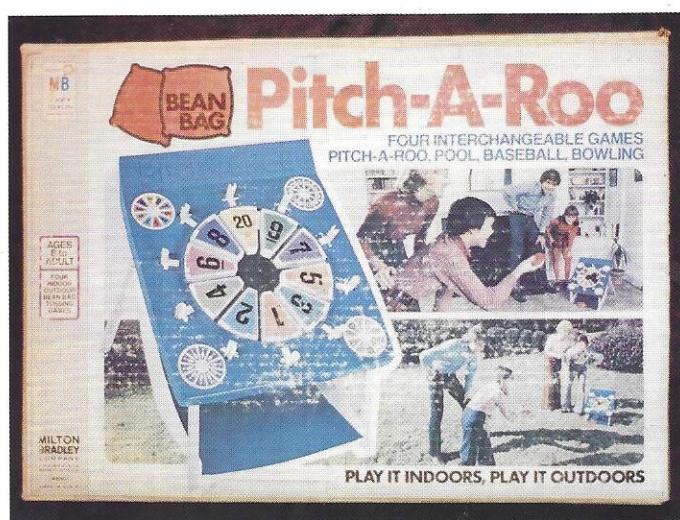
If you don't place your marbles carefully, the delicately balanced wheel will turn, spilling all your marbles.  
\$20 - \$25



### REBOUND

Ideal 1971

Shuffleboard, only rebounding off of corners.  
\$15 - \$20



### PITCH-A-ROO

Milton Bradley 1975

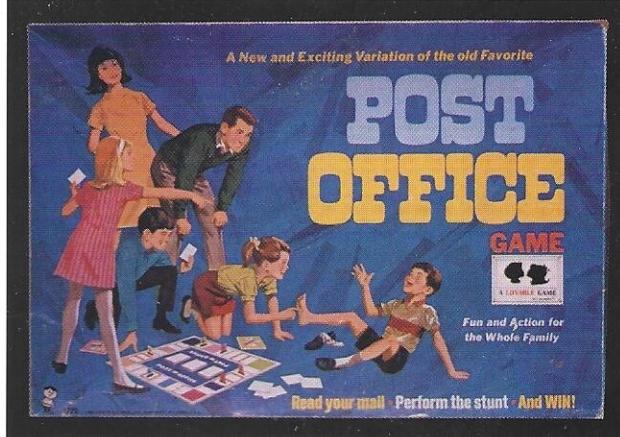
Bean bag toss game.  
\$20



### KNOCK-OFF!

Kenner 1969

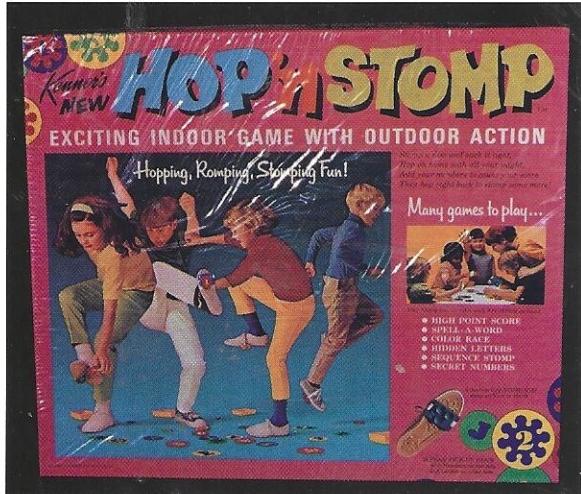
Rare motorized game involves trying to keep the weird looking creature (Big Bopper) away from your side of the board where he'd knock off your playing piece (Fall Guy). Kind of like MONSTER LAB. \$35 - \$45



### POST OFFICE

Hasbro 1968

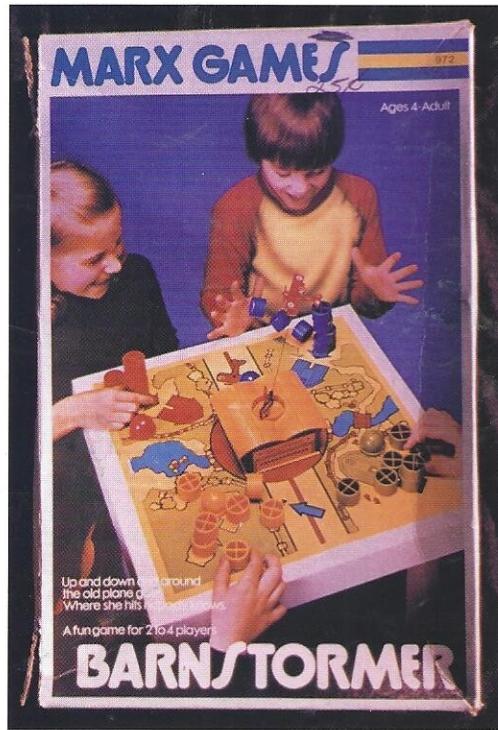
"Read your mail - Perform the stunt." From a series of "Lovable Games" that included SPIN THE BOTTLE and THE GAME OF LOVE (see first book). \$25 - \$35



### HOP 'N STOMP

Kenner 1969

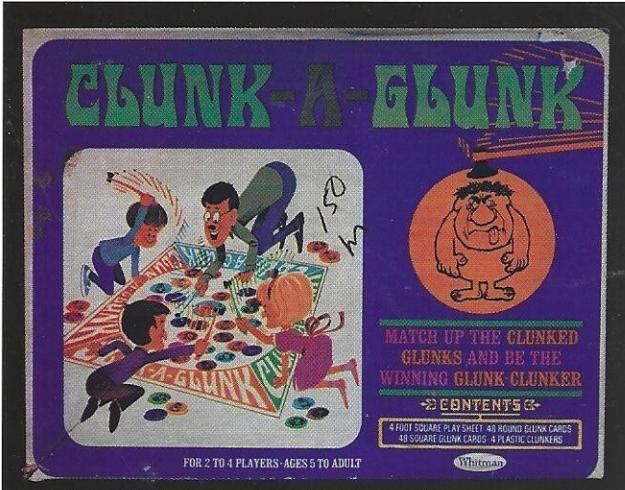
No, those kids aren't doing the Ubangi Stomp; they're trying to pick up numbered discs with suction-cupped devices attached to their shoes. \$25 - \$35



### BARNSTORMER

Marx 1970

The windup plane flies around the board, and no one knows who's pile of discs it will hit. Jack Davis illustrations on instructions. \$20 - \$25



### CLUNK-A-GLUNK

Whitman 1968

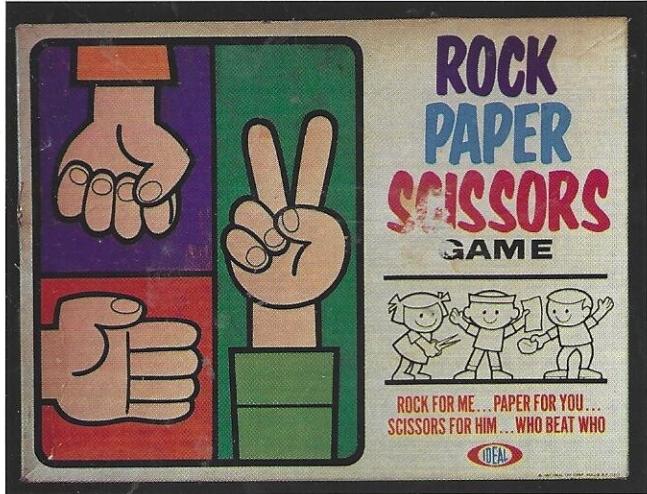
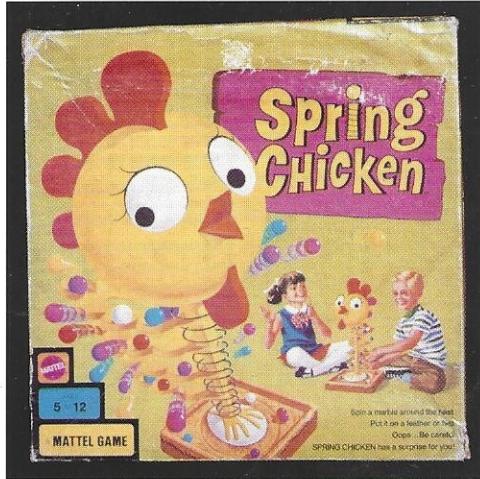
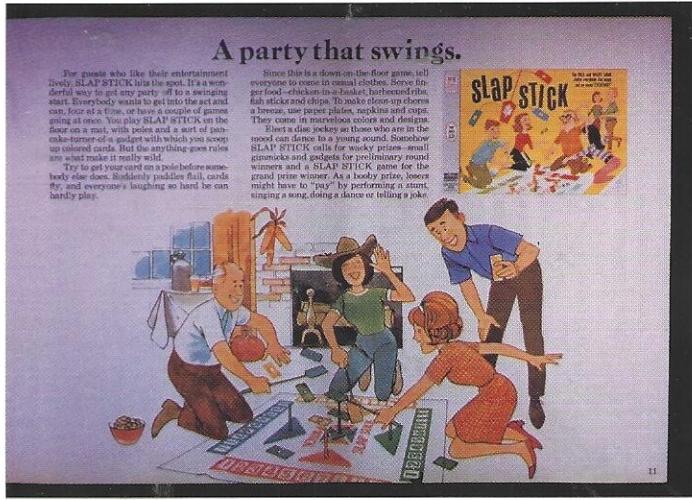
Another unfortunately named game involving players swinging suction-cupped hammers to grab clunks and glunks. \$30



### PANIC!

Ideal 1965

Don't press the wrong button...  
\$25 - \$35

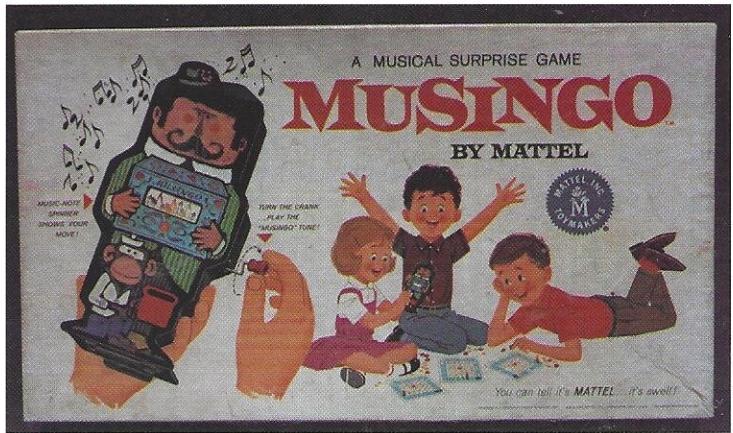


#### ROCK PAPER SCISSORS

Ideal 1968

If they could make CHARADES into a board game, they could make this into one too.

\$25 - \$35

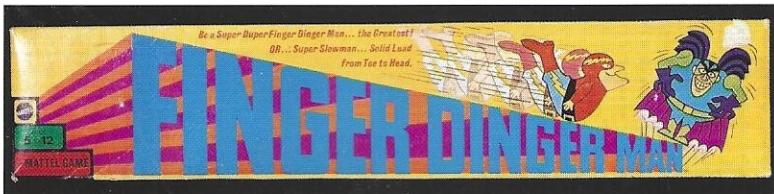


#### MUSINGO

Mattel 1962

Musical Bingo. The "organ grinder" actually plays music, as in "Jack in the Box" technology.

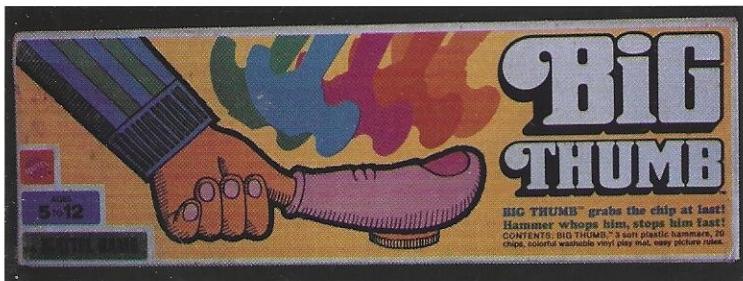
\$25 - \$35



#### FINGER DINGER MAN

Mattel 1969

Scarce game, in unusual box.  
\$30 - \$40

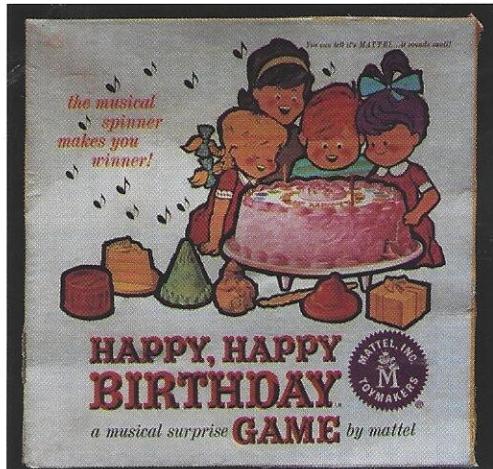


#### BIG THUMB

Mattel 1970

One player wears a giant oversized thumb and tries to steal chips, while all the other players try to smash his thumb with plastic hammers. Charming game.

\$30 - \$40

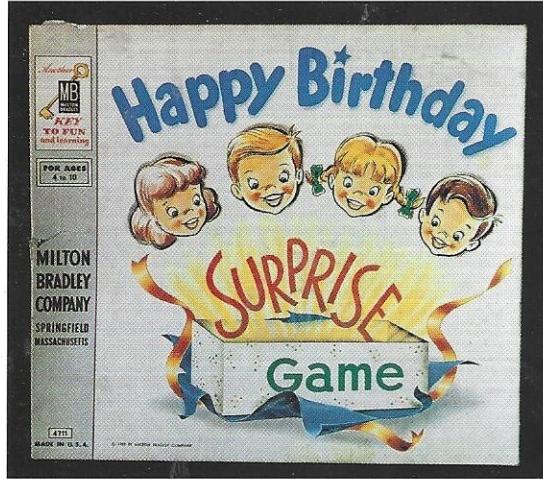


#### HAPPY, HAPPY BIRTHDAY

Mattel 1963

"You can tell it's Mattel, it sounds swell." A huge plastic birthday cake contained a "Jack in the Box" mechanism that popped open your "surprise" at the end of the song.

\$35 - \$45

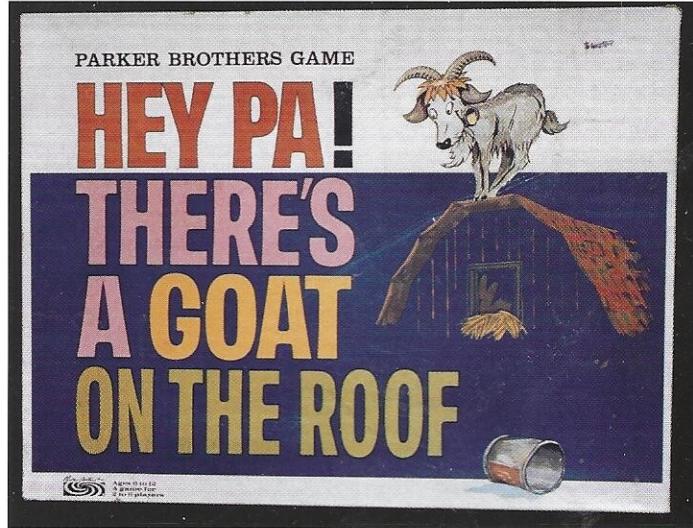


#### HAPPY BIRTHDAY SURPRISE

Milton Bradley 1957

From a "square box" series of games that included BUMPY, STOP, WONDERLAND, MIGHTY MOUSE, MERRY CIRCUS, and JALOPY RACE.

\$20 - \$25



#### HEY PA! THERE'S A GOAT ON THE ROOF

Parker Brothers 1965

Favorite with collectors despite (or perhaps because of) the stupid title. 3-D board had players trying to get from point A to point B without encountering the goat. A little bell summoned the farmer.

\$35 - \$45

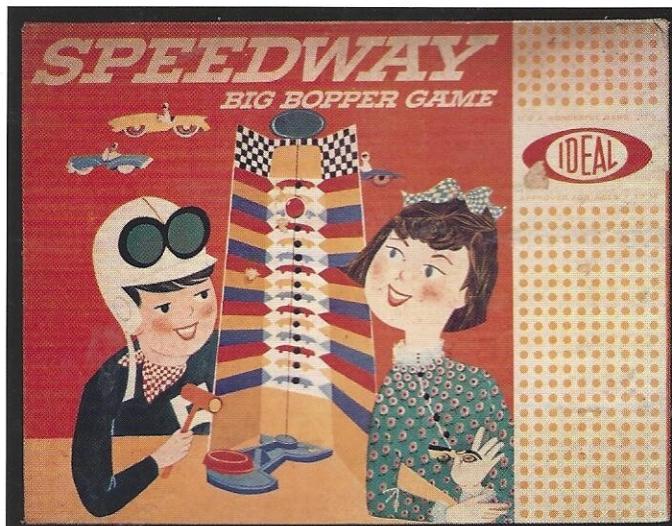


#### BRIDG-IT

Hasbro 1960

Players tried to place plastic pieces from one side of the board to the other without the opponent blocking.

From the collection of Bob Claster  
\$15 - \$20

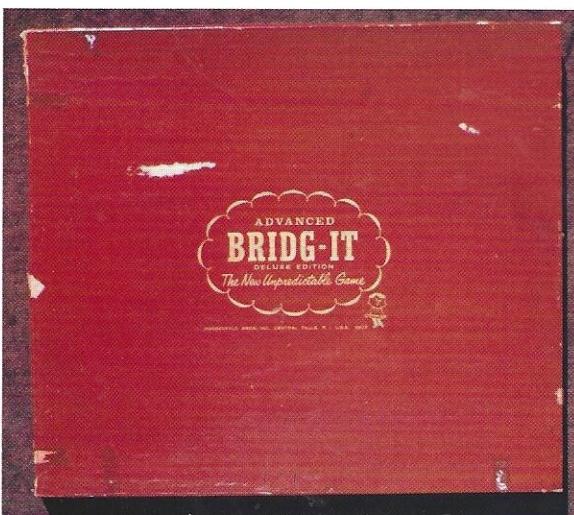


#### SPEEDWAY

Ideal 1961

As in a carnival, you smacked the bottom of this device to send the ball soaring up the board. From a "Big Bopper" series that included SKIN DIVER.

\$40 - \$45

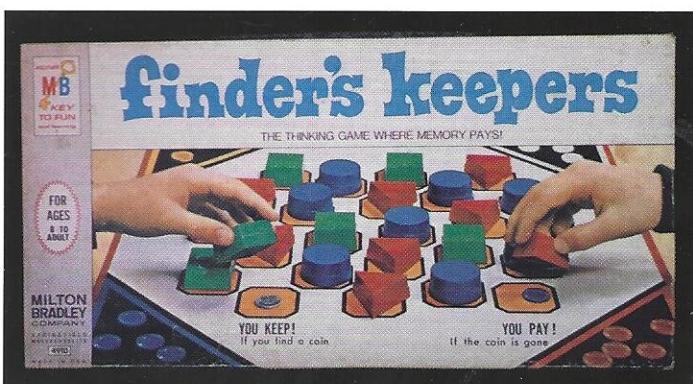


#### BRIDG-IT

Hasbro 1961

Advanced Deluxe Edition. Rare.

\$40 - \$50

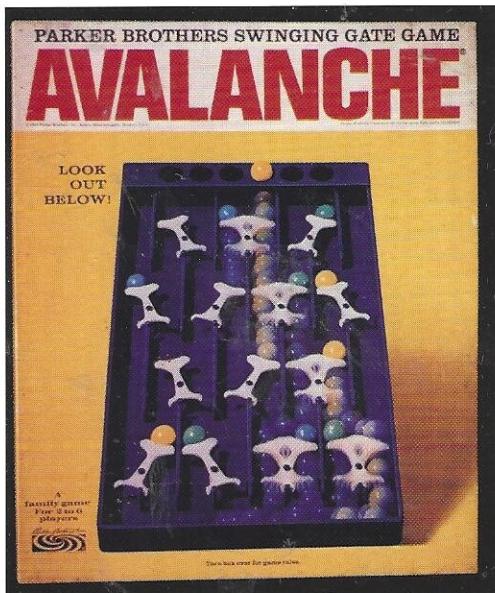


#### FINDER'S KEEPERS

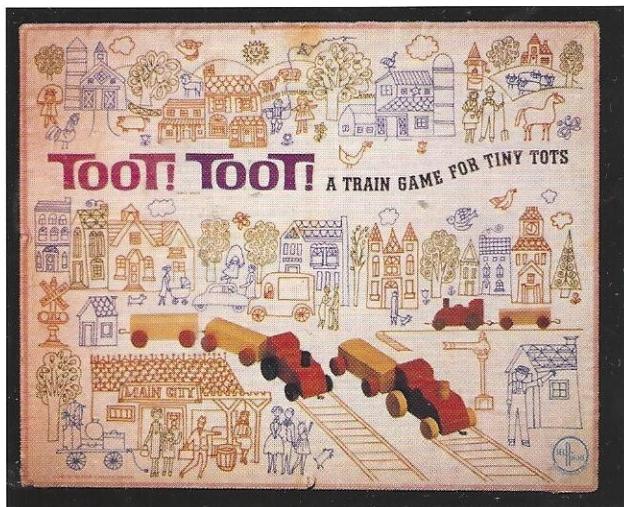
Milton Bradley 1968

"The Thinking Game Where Memory Pays!"

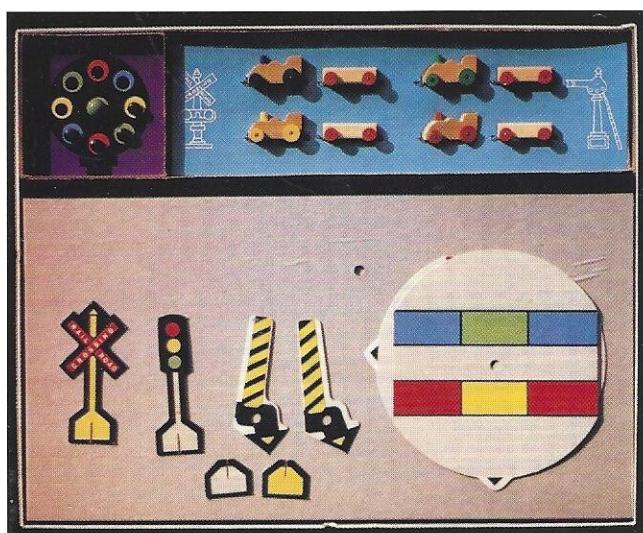
\$15 - \$20



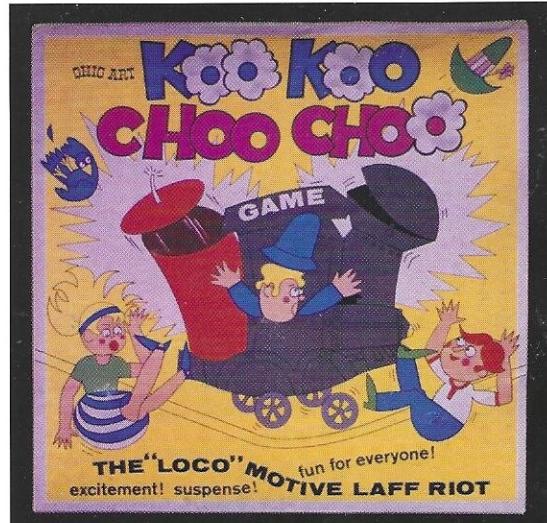
**AVALANCHE**  
Parker Brothers 1966  
Swinging gate marble  
game.  
\$20 - \$25



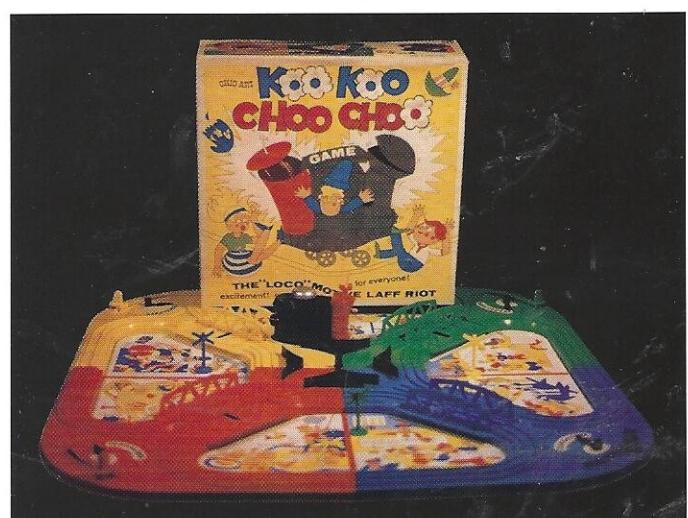
**TOOT! TOOT!**  
Selchow & Righter 1964  
Super cool game has small wooden trains that move around the board.  
\$40 - \$55



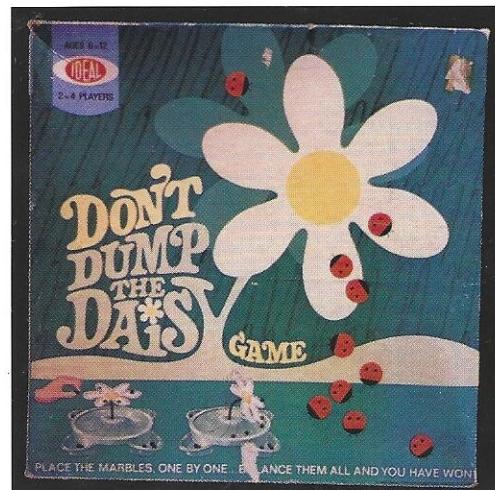
Inside of TOOT! TOOT!



**KOO KOO  
CHOO CHOO**  
Ohio Art 1967  
\$55 - \$75

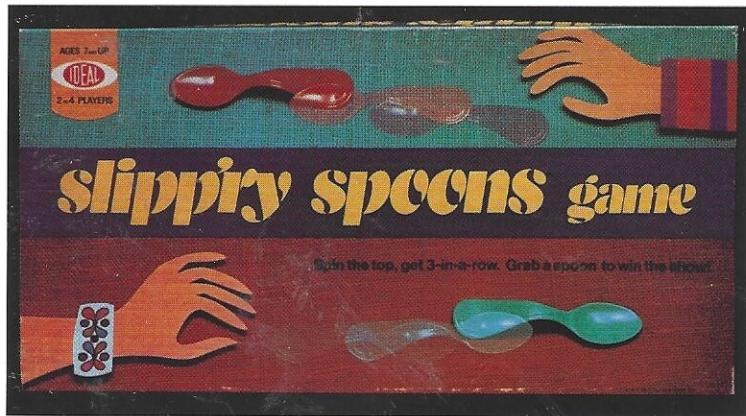


**KOO KOO CHOO CHOO**  
Ohio Art 1967  
Very large and very heavy, elaborate rare game from Ohio Art, designed by Marvin Glass. It's kind of like TIME BOMB on wheels, or the movie SPEED. The Koo Koo Choo Choo can't stop, and it's carrying a load of Dynamite with a ticking timer. The object is to switch the tracks so that when it does explode, it does so on another player, and not you. Rare game.



**DON'T DUMP THE DAISY**  
Ideal 1970  
Plastic daisy is balanced on a stiff spring. Put the marbles on the wrong petal, and wham! Marbles all over the place.  
\$17 - \$25





### SLIPPY SPOONS

Ideal 1970

"Spin the top, get 3-in-a-row, Grab a spoon to win the show!"

\$15 - \$20



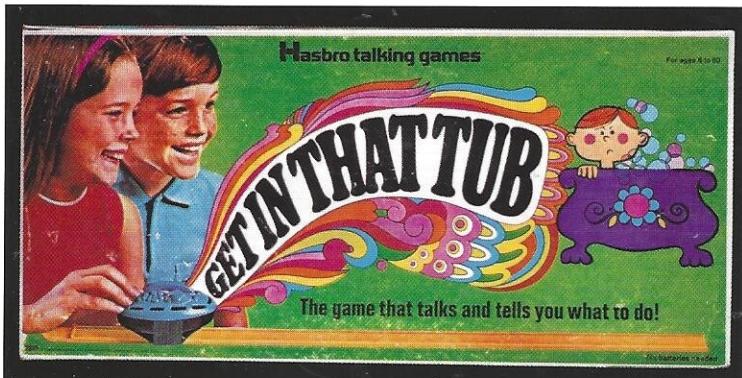
### NUTS TO YOU

Hasbro 1969

Super cool game that has a plastic device that slides along a plastic strip. The device will speak different phrases, depending on where on the strip it is placed. Others in this series included GET IN THAT TUB, and HEY, FATSO.

Courtesy of Jeff Lowe's ExtraGAMEza

\$30 - \$40



### GET IN THAT TUB

Hasbro 1969

\$30 - \$40



### HEY, FATSO

Hasbro 1969

Courtesy of Jeff Lowe's ExtraGAMEza

\$30 - \$40



### SENIOR ARTS PAINT BOX

AGES 6 TO 15

PRICE \$4.00  
Top quality art materials: 10 large and 12 medium wooden water color cups that won't come loose; 3 tubes of water colors; 16 Crayrite round crayons; 18 Crayrite No-Roll crayons; 3 jars of poster paint; water cup; brush; pictures and color chart.

### GO TO THE HEAD OF THE CLASS

AGES 6 TO ADULT

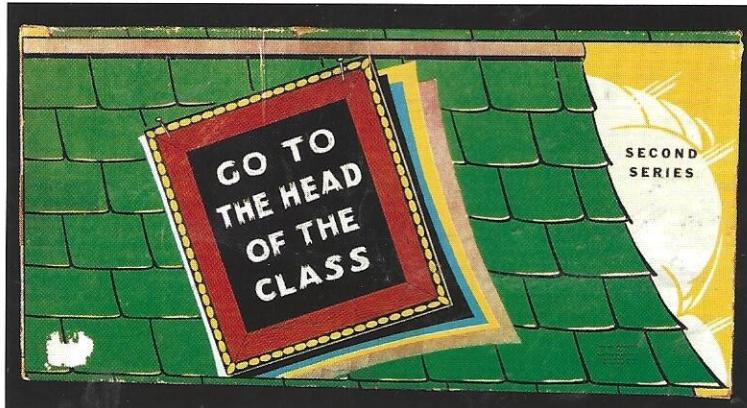
PRICE \$2.30  
An educational and entertaining quiz game for juniors and adults with a classroom setting. Contains 792 questions and answers. Players advance from desk to desk, grade to grade, depending on knowledge, ingenuity, luck. Favorite for 2 to 8 players.



**BINGO**  
AGES 6 TO ADULT PRICE \$1.00, OTHERS \$30-\$20  
A wonderful game for large group participation in the home or club room. This 50 card set includes 75 embossed wooden calling numbers, wooden markers, shaker box, tally sheets and directions. Also available in sets of 15, 25 and 100 cards.



**EASY MONEY**  
AGES 6 TO ADULT PRICE \$2.00, OTHER \$2.00  
Lures youngsters and adults with its fast-moving spirit of chance and fortune. Build a real estate empire, run a night club, hotel, theatre, or conduct other businesses found in all walks of life. Here's 20,000 "dollars" in fun for 2 players or a crowd.

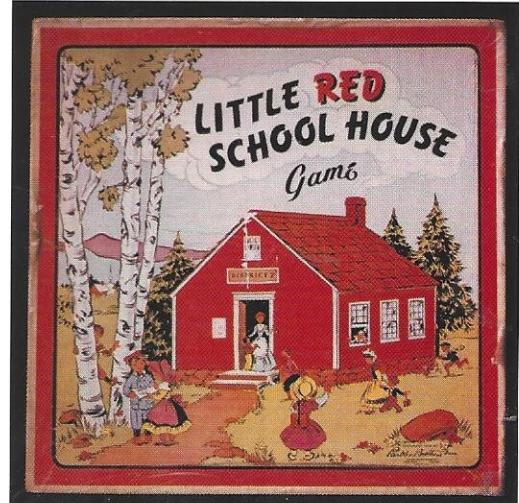


### GO TO THE HEAD OF THE CLASS

Milton Bradley 1938

This is the 2nd Edition of this classic game, involving answering questions (see first book).

\$30 - \$45

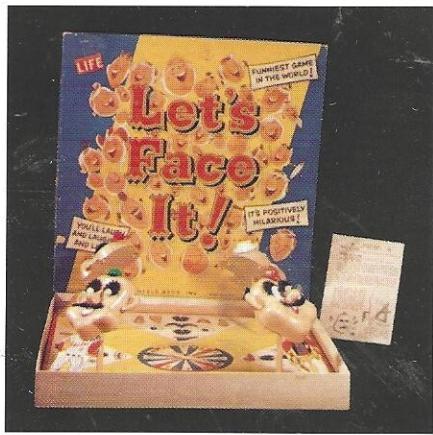


### LITTLE RED SCHOOL HOUSE

Parker Brothers 1952

This elaborate question and answer game seems to be in answer to Milton Bradley's GO TO THE HEAD OF THE CLASS.

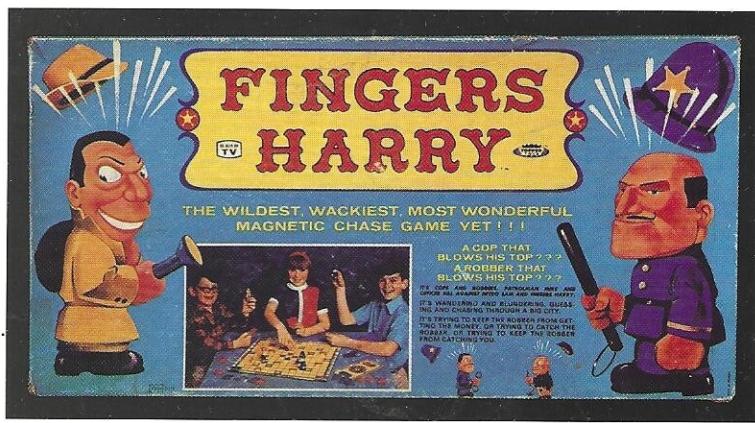
\$25 - \$35



#### LET'S FACE IT!

Hasbro 1955

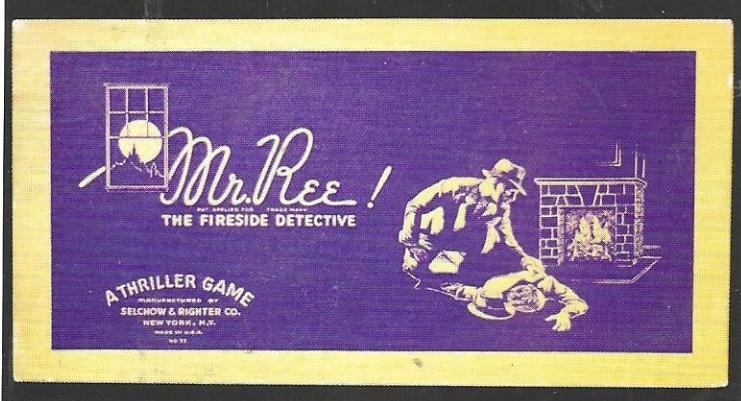
COOTIE game with Mr. Potato Head pieces. Players spin and, depending on which part of the anatomy the spinner points to, have to start building their figure. It's interesting to note that this game isn't called "The Mr. Potato Head Game," when it's obvious that's what it is. Two versions of the cover exist, with one proclaiming "As advertised in Life," and one without. Modestly described as the "Funniest Game in the World."



#### FINGERS HARRY

Topper 1967

"Wildest, wackiest, most wonderful magnetic chase game yet." Fingers Harry or Patrolman Bill could "blow their top." Scarce game, one of a few this company made besides SILLY SAFARI (see first book). \$50 - \$60

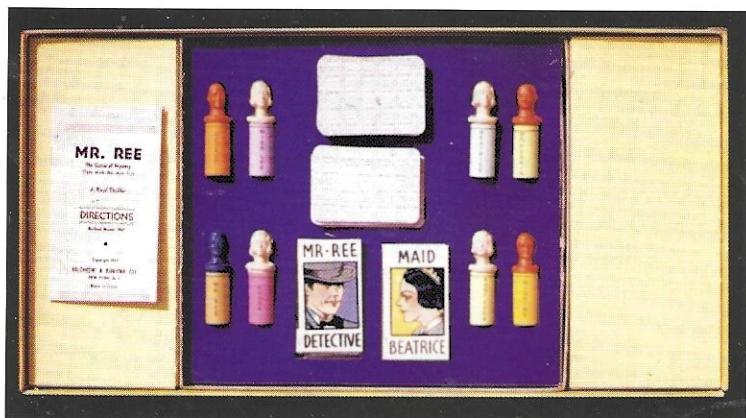


#### MR. REE!

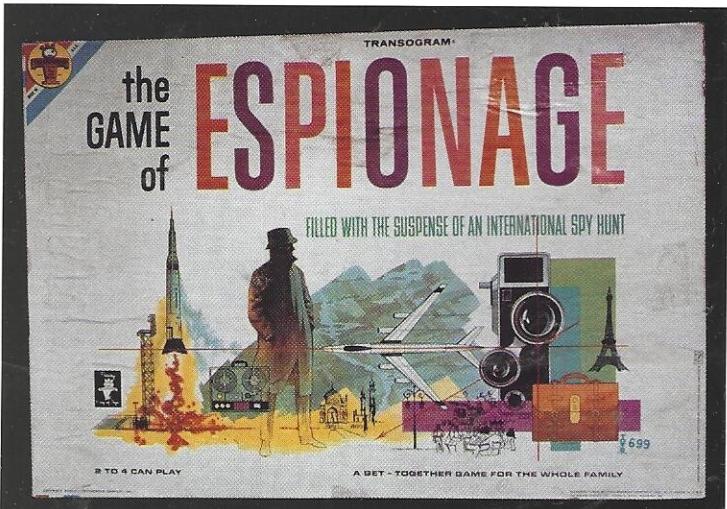
Selchow & Righter 1937

Very rare version of this game (see first book) that has "composition" heads on the character cylinders. One of the forerunners of CLUE.

\$125 - \$150



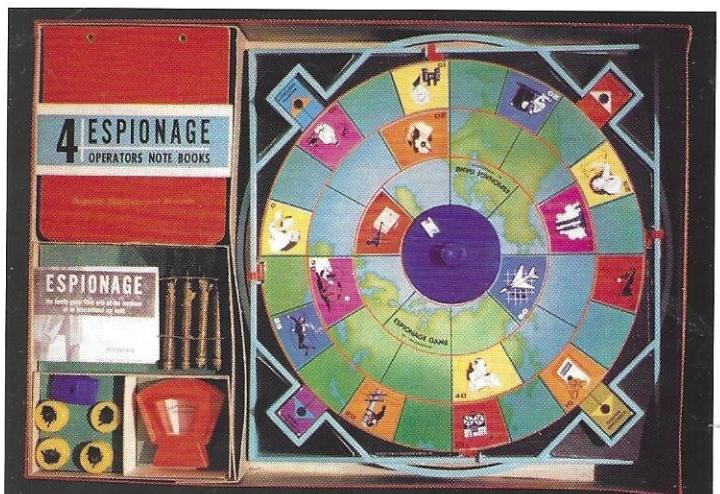
Inside of MR. REE!



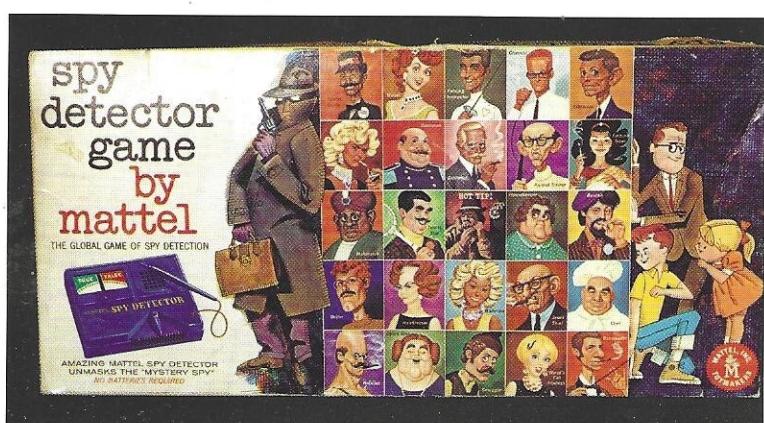
#### ESPIONAGE

Transogram 1963

Large, rare, elaborate spy game. From same series as DREAM DATE. \$75 - \$100



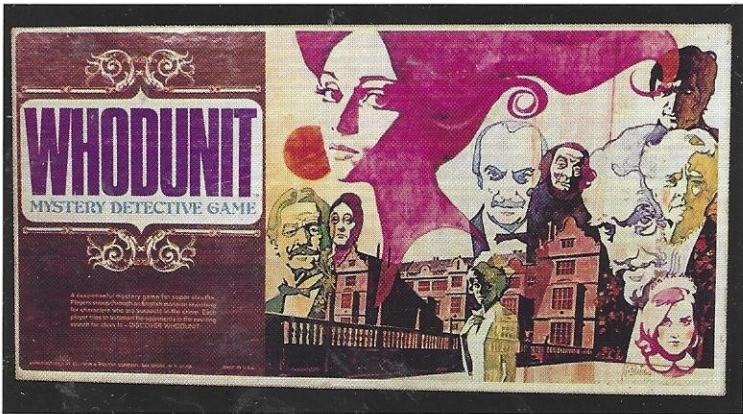
Inside of ESPIONAGE.



#### SPY DETECTOR

Mattel 1963

Updated version of LIE DETECTOR (see first book). Scarce. \$45 - \$55



### WHODUNIT

Selchow & Righter 1973

Similar to CLUE.

\$10

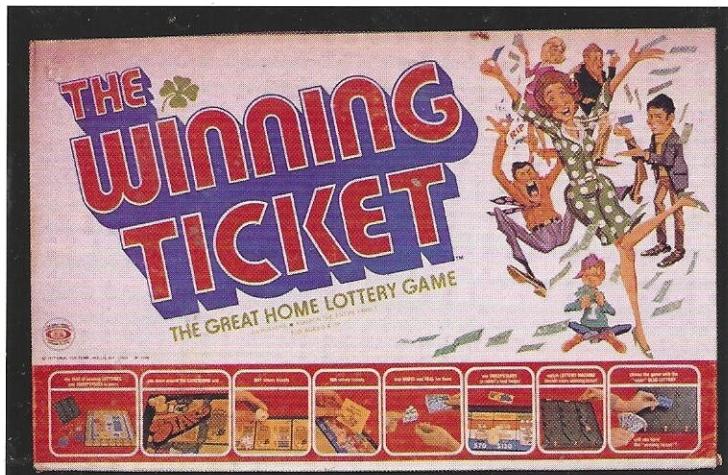


### FLEA CIRCUS

Mattel 1964

Elaborate plastic magnetic game involving fleas.

\$55 - \$75



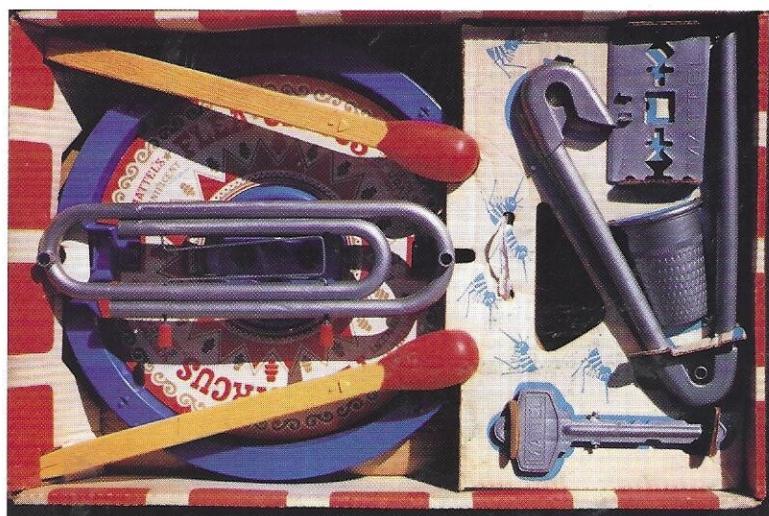
### THE WINNING TICKET

Ideal 1977

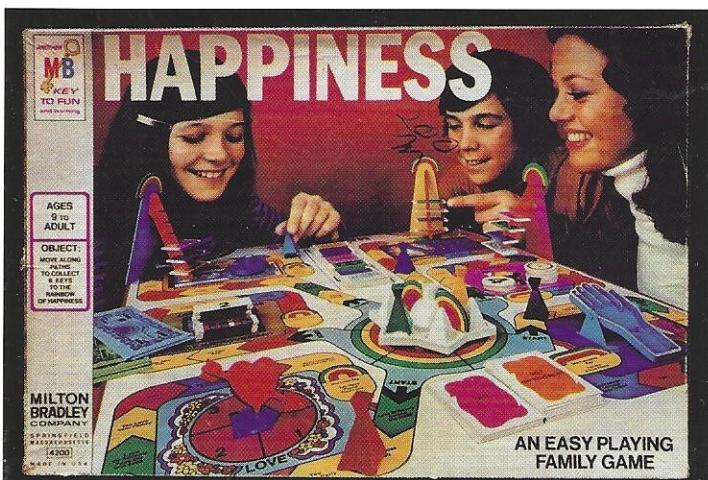
"The great home lottery game." Designed by Sid Sackson.

From the collection of Bob Claster

\$10 - \$15



Inside of FLEA CIRCUS.

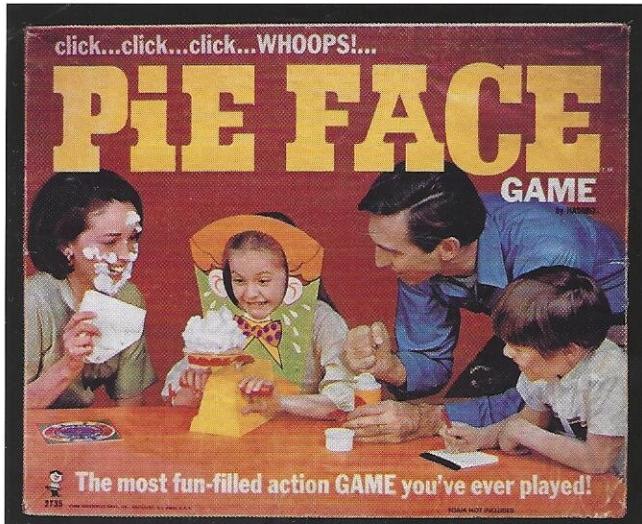


### HAPPINESS

Milton Bradley 1972

Op-Art style game. Also known as THE GAME OF HAPPINESS (see first book).

\$10 - \$15

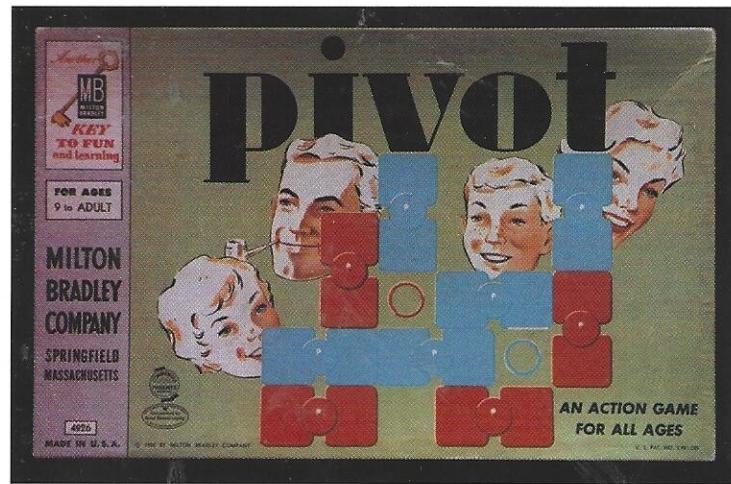


### PIE FACE

Hasbro 1968

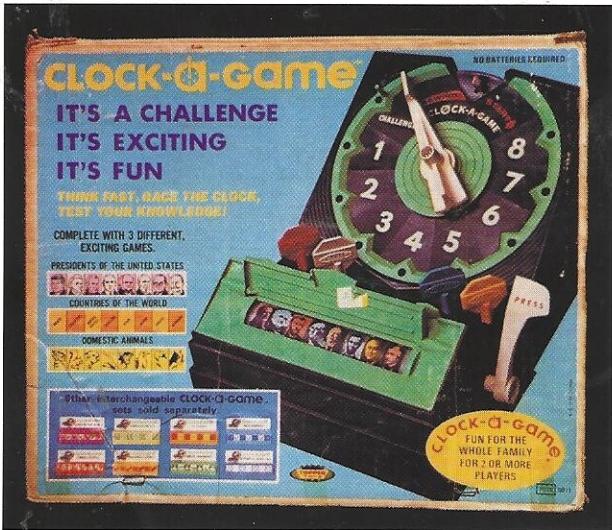
Russian Roulette with a spring loaded pie. It must have been a barrel of fun when that thing slammed into your face.

\$45 - \$55



**Left:  
PIVOT**

Milton Bradley 1958  
Kind of like BRIDG-IT.  
\$10



**CLOCK-A-GAME**

Topper 1966

Trivia against a large ticking timer. Games "reels" were changeable. The other game in the series was called CLOCK-A-WORD (see first book).

\$35 - \$45



THRILLS! ★ EXCITEMENT! ★ TEN DIFFERENT DARING TRICKS!

**MATTEL'S FLEA CIRCUS HAS COME TO TOWN!**

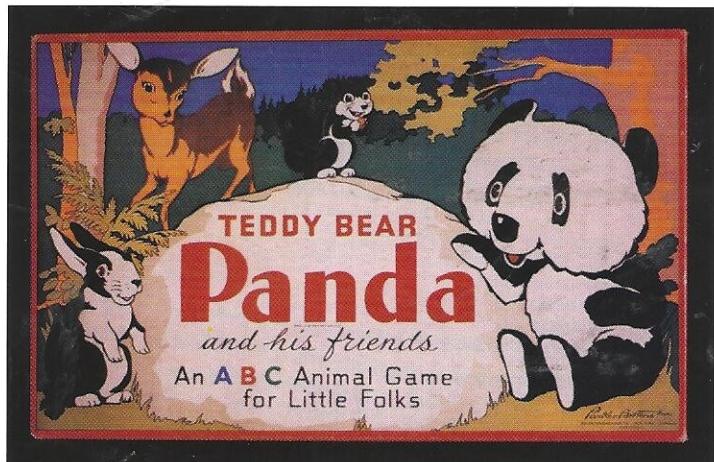
It's the goofiest game ever! Can you make the earless fleas perform their daring tricks?????????



**LIGHTWIRE UNICYCLE RIDE.** You have to turn the zig-zag wire just right to make Franklin the jambalaya flea ride between the two Giant Matchsticks. It's fun.

**FLEA ON THE FLYING TRAPEZE.** Can you make this daredevil flea leap through the air from one trapeze to another? Looks easy. Ride the Flea on the Flying Trapeze, and B-movie! You can

**BE THE CHAMPION FLEA TRAINER.** Five magnetic fleas



**TEDDY BEAR PANDA**

Parker Brothers 1940

"And his friends." Large, beautiful A B C animal game for the kiddies. Moving pieces actually have flocking on them to simulate fur. Tremendous.

\$50 - \$75

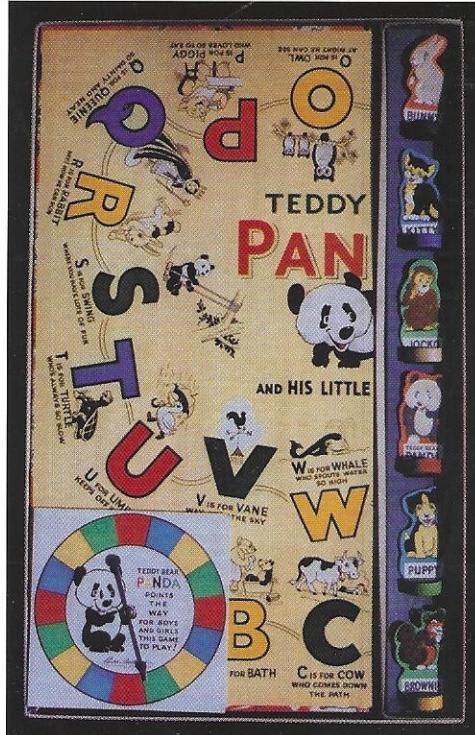


**TURTLE RACE**

Ideal 1960s

A "Pillow Game." Clear inflatable pillow had games on both sides. Both were maze games, with Turtle Race having plastic turtles, and Mountain Climb using marbles. Scarce and Obscure. Not sure if there are others in the series.

\$30 - \$40



Inside of TEDDY BEAR PANDA.



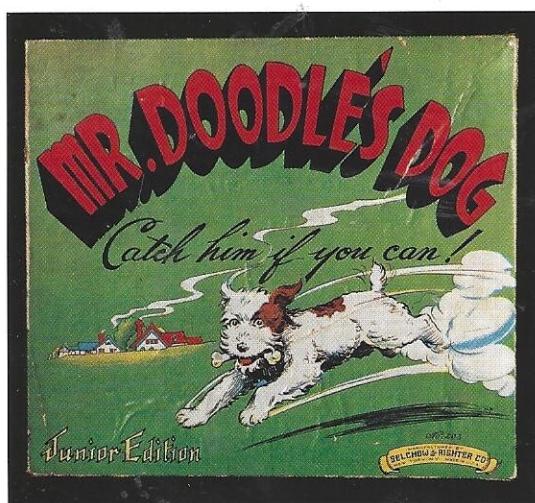
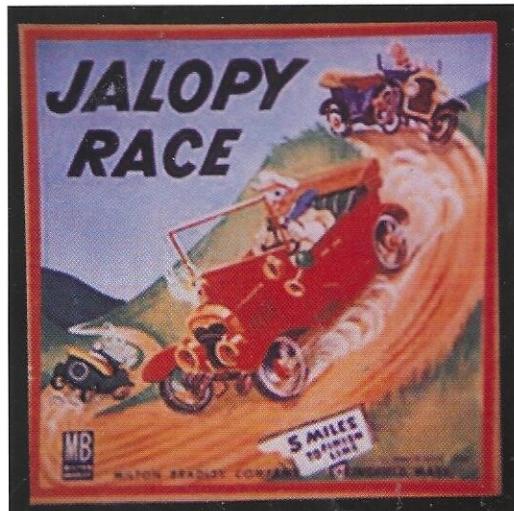
### BUNNY RABBIT

Parker Brothers 1950s

Cute game had wooden carrots and cotton tails for Bunny playing pieces.

\$30 - \$40

Right:  
**JALOPY RACE**  
Milton Bradley 1950s  
\$30 - \$40

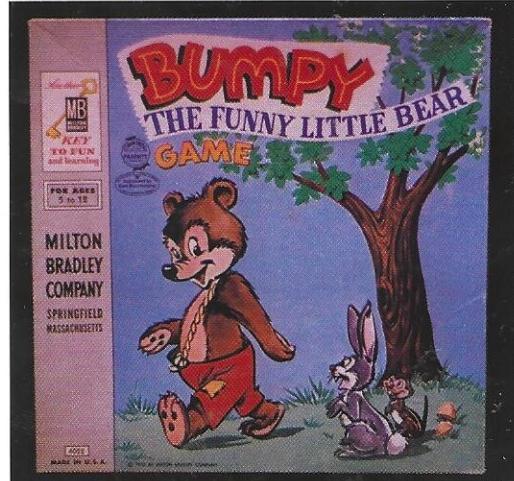


### MR. DOODLE'S DOG

Selchow & Righter 1948

Rare, Junior Edition. Simplistic dog chase game created by Howard Garis, creator of Uncle Wiggley (see first book).

\$40 - \$45

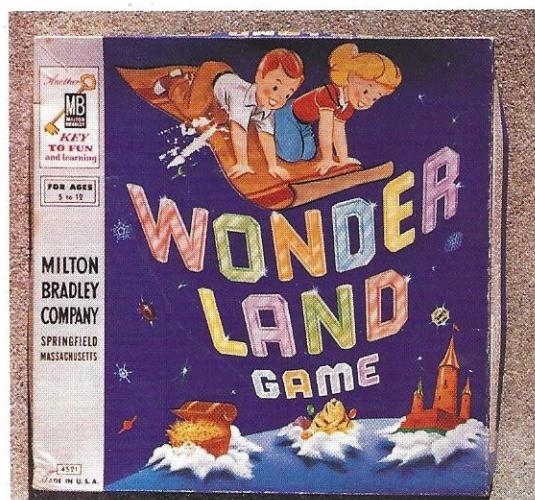


### BUMPY THE FUNNY LITTLE BEAR

Milton Bradley 1955

Instructions were on the side of these boxes, prompting many collectors to think they're missing.

\$20 - \$25

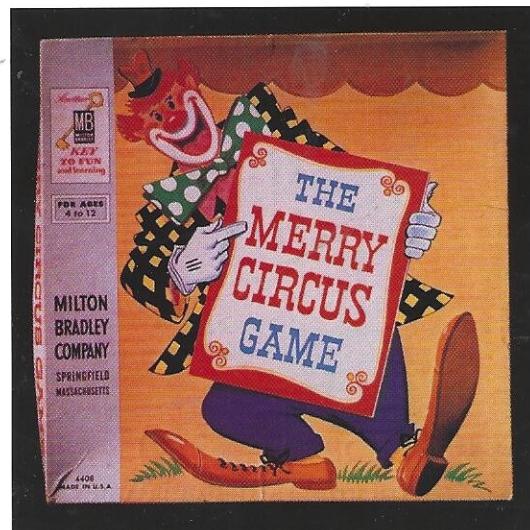


### WONDER LAND

Milton Bradley 1955

Plays like CANDYLAND. Part of "Square Box" series that included JALOPY RACE, BUMPY, MERRY CIRCUS, MIGHTY MOUSE, and HAPPY BIRTHDAY SURPRISE.

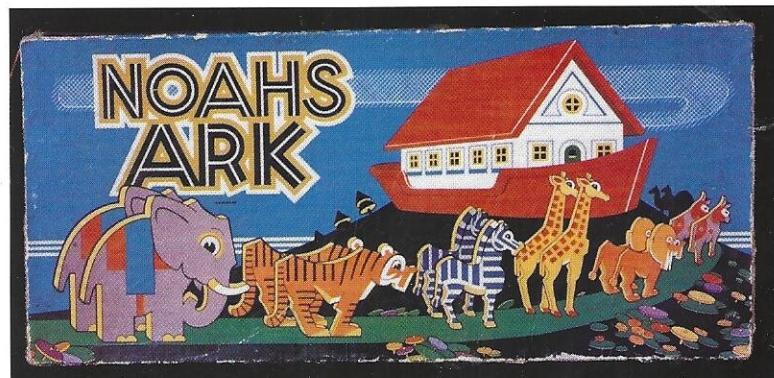
\$25 - \$35



### MERRY CIRCUS

Milton Bradley 1955

This later came out in a normal sized box.  
\$15 - \$20



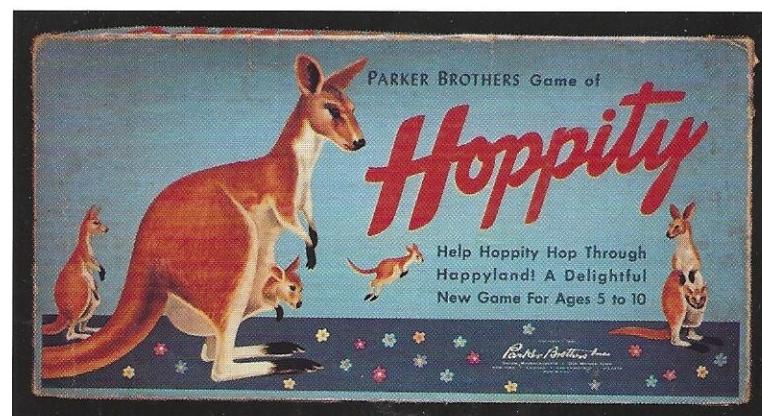
**NOAHS ARK**  
Cadaco-Ellis 1945  
\$40 - \$50



### NOAH'S ARK

Cadaco-Ellis 1945

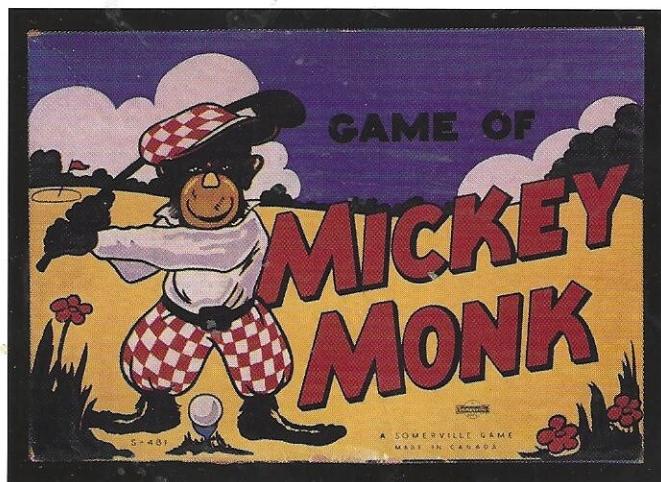
Like many Cadaco-Ellis games, large and colorful. Four players try to get two animals each of five different animals into the foldable cardboard ark. This game continued to be made by Cadaco into the 1970s, with the cardboard animals replaced with plastic ones.



### HOPPITY

Parker Brothers 1961

"Help Hoppity hop through Happyland." Say that three times fast ... Neat game pieces are plastic kangaroos, with plastic baby kangaroos to go in their pouches. These pieces were originally made of wood. \$30 - \$40

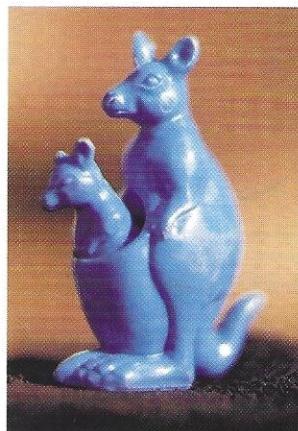


### MICKEY MONK

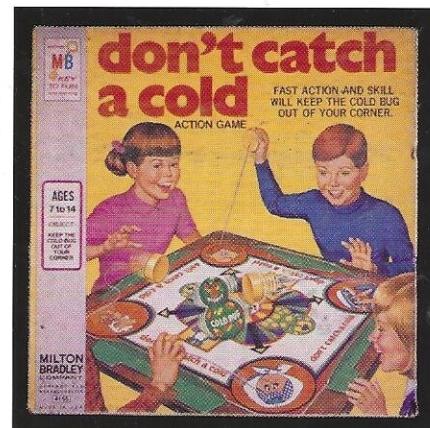
Somerville 1930s

Simplistic Canadian track game, with golf theme. Pair includes GAME OF FREDDIE FROG.

\$30 - \$40



Closeup of HOPPITY.



### DON'T CATCH A COLD

Milton Bradley 1971

Elastic doo-dads kept the wobbling stinky cold bug out of your corner. \$20 - \$30



### FREDDIE FROG

Somerville 1930s

Courtesy of Jeff Lowe's ExtravAGAMEza  
\$30 - \$40



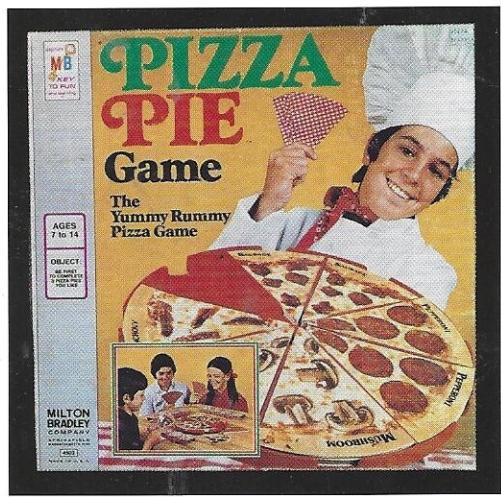
### ICE CUBE

Milton Bradley 1972

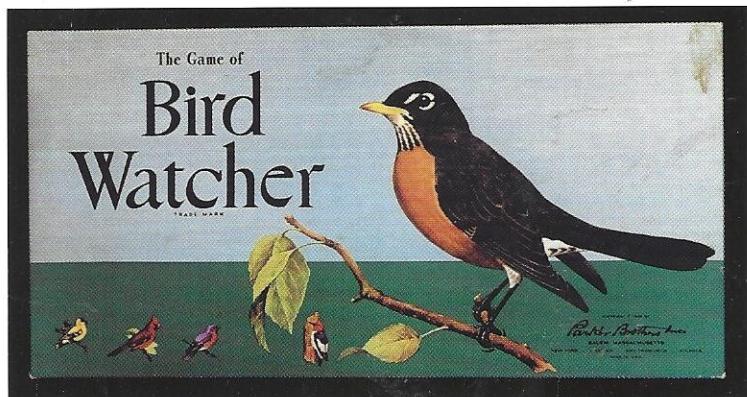
The mysterious game. Players make molds out of *real* ice, and go about the board trying not to melt, despite the danger of salt and hot washers. Many people had asked me about this game and, with the help of Tom Fassbender, I was able to figure out what the heck they were talking about. It seems to be a big hit with collectors, with no end to the outrageous prices being paid.

Courtesy of Uglytown Productions

\$75 - \$125



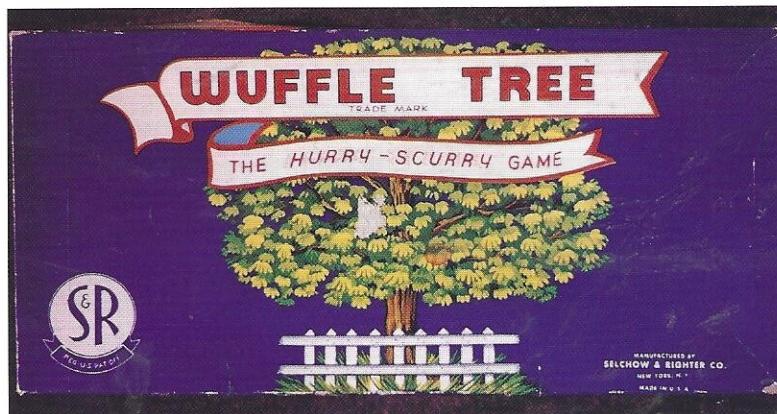
**PIZZA PIE**  
Milton Bradley 1974  
"The Yummy Rummy Pizza Game"  
\$20 - \$25



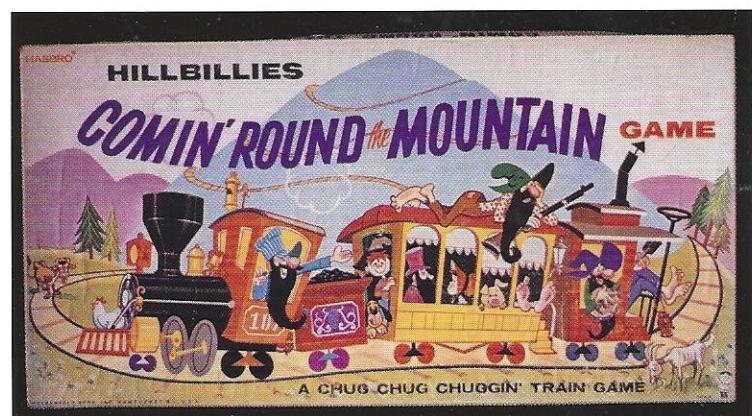
**BIRD WATCHER**  
Parker Brothers 1958  
Beautiful game about ... you guessed it.  
\$25 - \$35



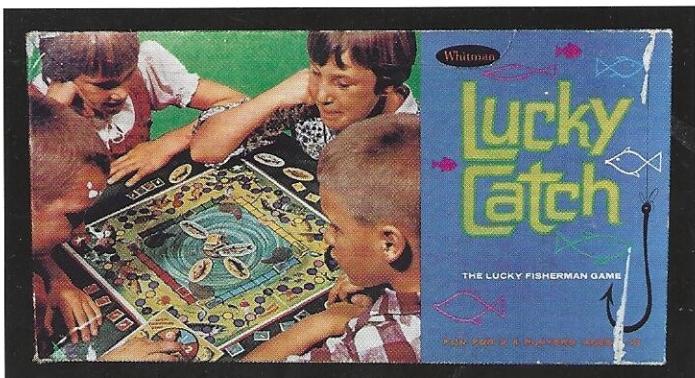
**ELECTRIC COMIN' ROUND THE MOUNTAIN**  
Electric Game Co. 1954  
Another in Jim Prentice's "Electric" series which included BASEBALL, CHECKERS, BASKETBALL, HOLE IN THE HEAD, JACK STRAWS, FOOTBALL, and HOCKEY.  
\$40 - \$50



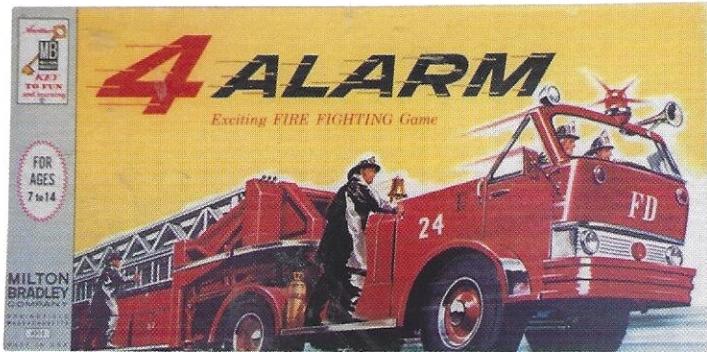
**WUFFLE TREE**  
Selchow & Righter 1955  
Simple kiddies game. From a series that included POW, BUZZ and WASH OUT.  
\$15 - \$20



**HILLBILLIES COMIN' ROUND THE MOUNTAIN**  
Hasbro 1964  
From a series that included HILLBILLIES HOEDOWN, and HILLBILLIES FEUDIN' TIME. Supposedly the games were introduced to ride on the popularity of the *Beverly Hillbillies* TV show.  
\$20 - \$25



**LUCKY CATCH**  
Whitman 1960s  
FISH POND combined with a board game.  
\$5 - \$10



#### 4 ALARM

Milton Bradley 1963

Game had little plastic fires.

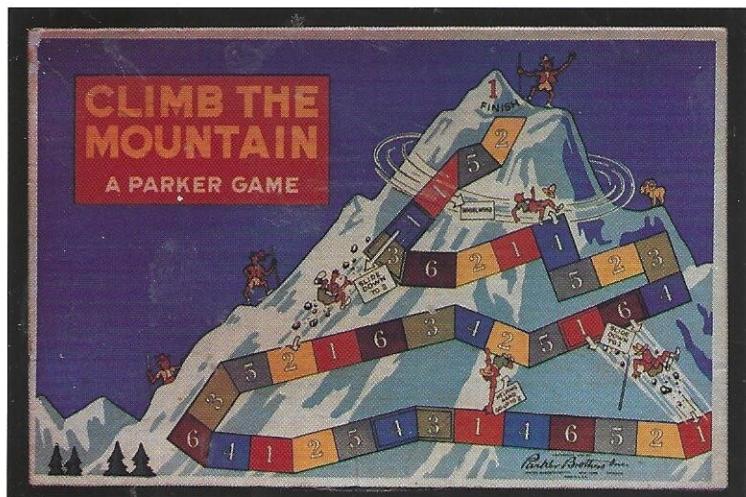
Courtesy of Jeff Lowe's ExtravAGAMEza

\$20 - \$25



#### That funny feeling.

Funny thing about a box. People at a party can't help wondering what's in it. And this box has got the best in sales. Hand-size objects to feel for. You may not know your animals better than we do. At any rate, any age group can play. Any number can play. It's a great game for a child or a child or penitentiary around the room with a drink in your nose-feeling around. Hand holding in the hand and arm. That's the name of the game but FEEDLY MEELY, I say it's best played by a mixed group. They must be doing something right.

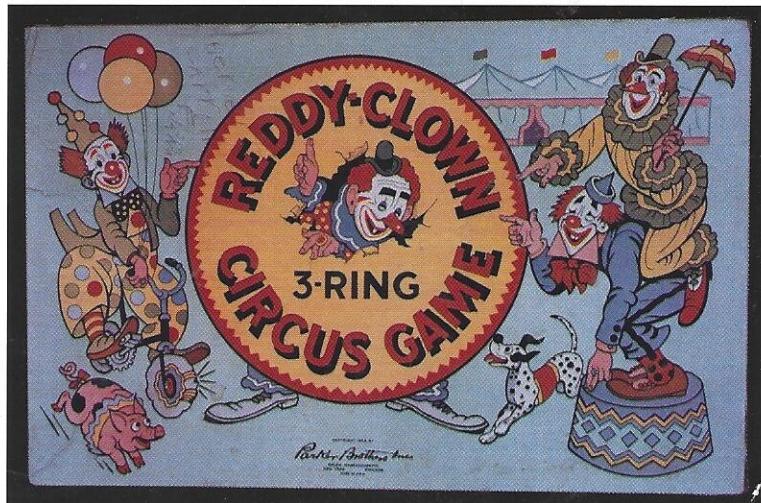


#### CLIMB THE MOUNTAIN

Parker Brothers 1951

CHUTES AND LADDERS on a mountain.

\$20 - \$35

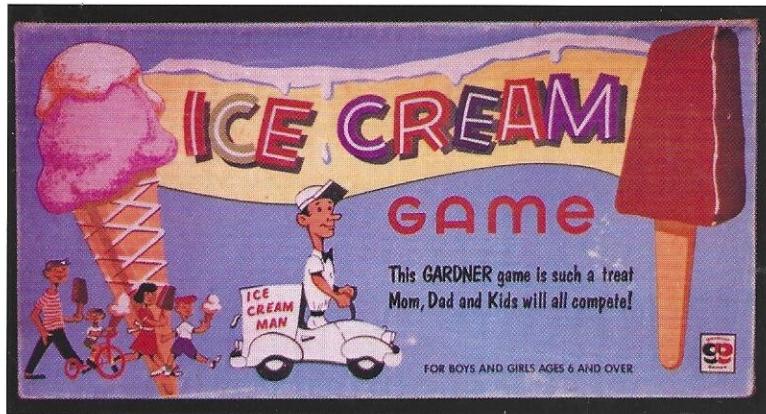


#### REDDY-CLOWN 3-RING CIRCUS

Parker Brothers 1952

Large game with neat playing pieces.

\$40 - \$50

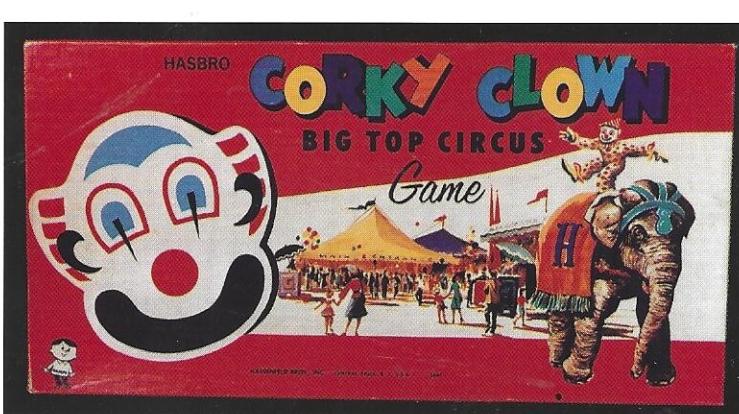


#### ICE CREAM

Gardner Games 1950s

Scarce game that included cardboard money and cardboard ice cream.

\$35 - \$45

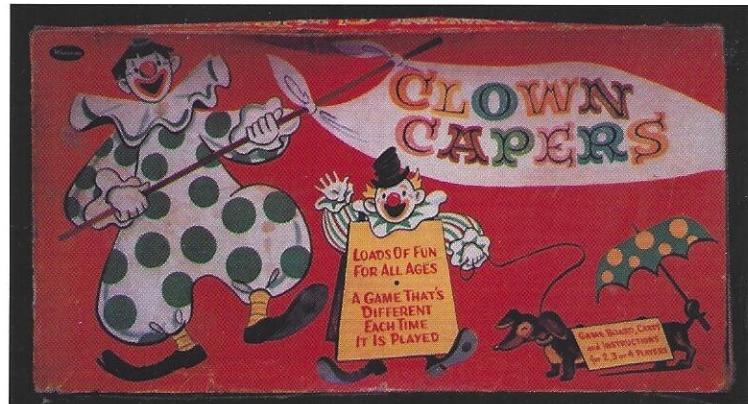


#### CORKY CLOWN

Hasbro 1964

"Big Top Circus Game."

\$15 - \$20

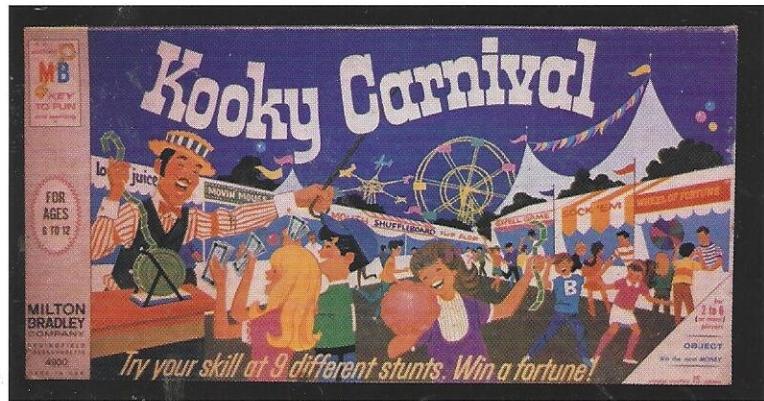


#### CLOWN CAPERS

Whitman 1957

Simple child's game.

\$10 - \$12

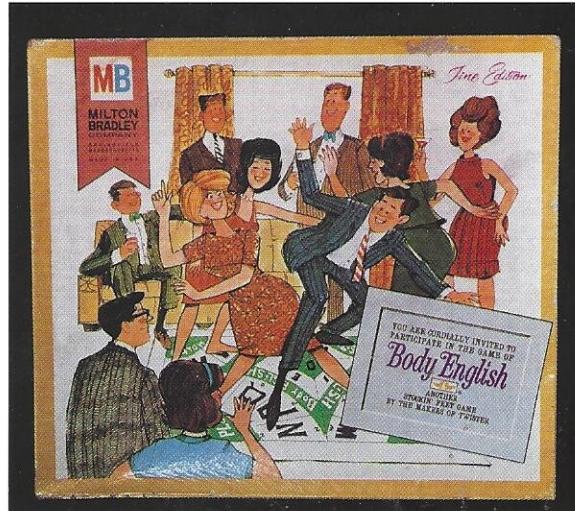


### KOOKY CARNIVAL

Milton Bradley 1969

Elaborate game with 9 different neat stunts. Two box covers exist (see first book).

\$25 - \$35

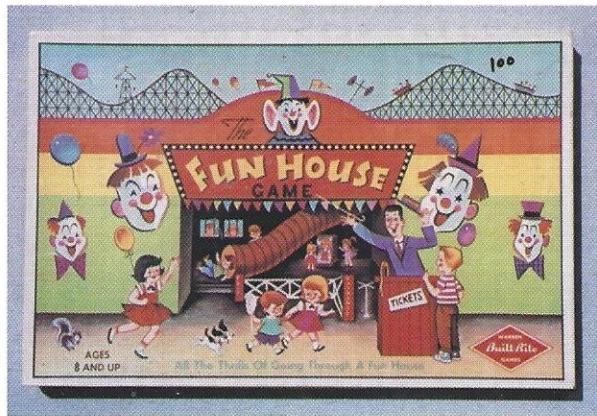


### BODY ENGLISH

Milton Bradley 1967

Fine Edition. TWISTER with words.

\$25 - \$30



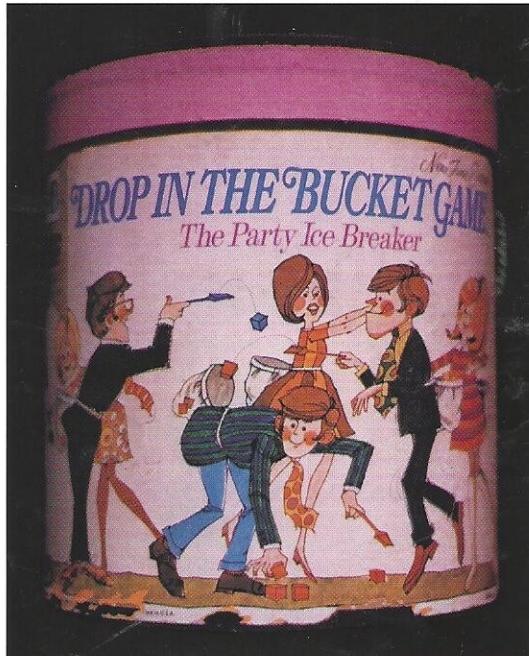
### FUN HOUSE

Built-Rite 1950s

Like all Built-Rite games, of very little substance.

Courtesy of Jeff Lowe's ExtravAGAMEza

\$20



### DROP IN THE BUCKET

Milton Bradley 1968  
New Fine Edition.

Game involves using paddles to pick up and place foam "ice cubes" into the bucket tied to the back of players. Unusual "ice bucket" game container.

\$30 - \$40

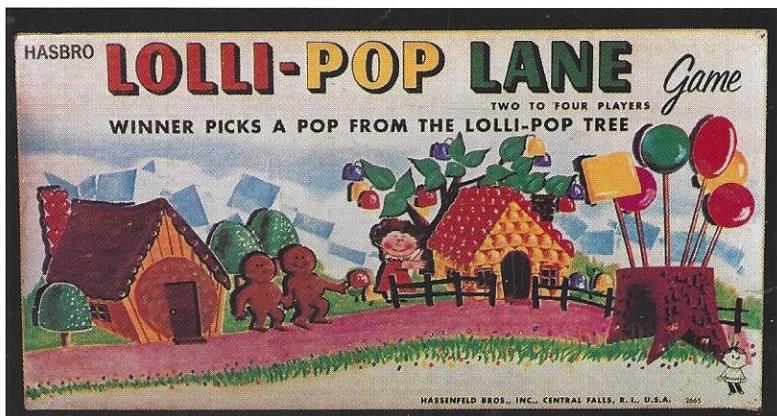


### ONE MORE TIME

Milton Bradley 1967

Fine Edition. Dice game.

\$15 - \$20



### LOLLI-POP LANE

Hasbro 1964

CANDYLAND wanna-be, with plastic lolly-pops given out to the winner.

\$15 - \$20

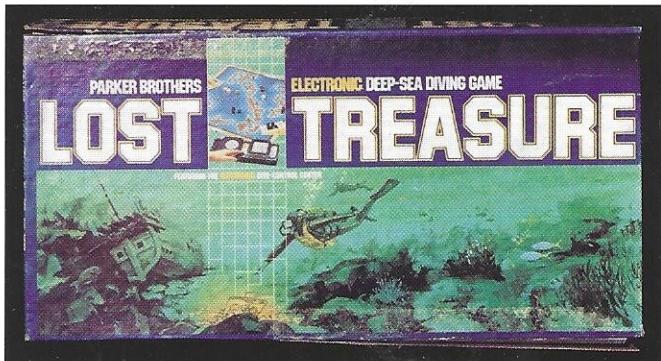


### CANDYLAND

Milton Bradley 1949

This is the original version of this popular game, although it's not the one that most collector's remember (see first book).

\$45 - \$55

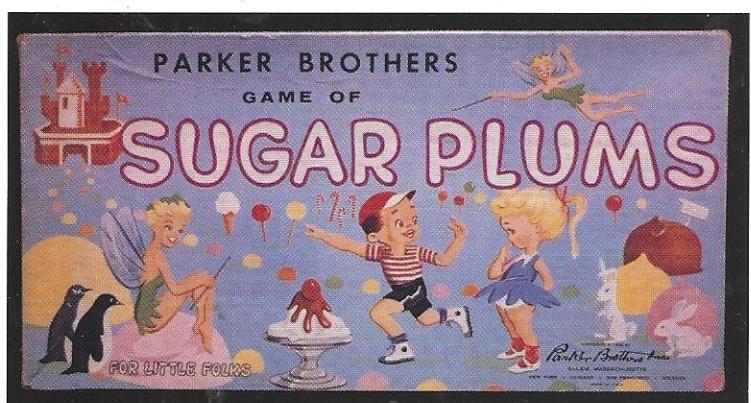


### LOST TREASURE

Parker Brothers 1982

Neat electronic game of deep-sea diving. Uses logic to find treasure.

\$25 - \$35



### SUGAR PLUMS

Parker Brothers 1959

Another CANDYLAND-like game.

\$20 - \$25

Below:

### DON'T MISS THE BOAT!

Parker Brothers 1965

\$20 - \$25

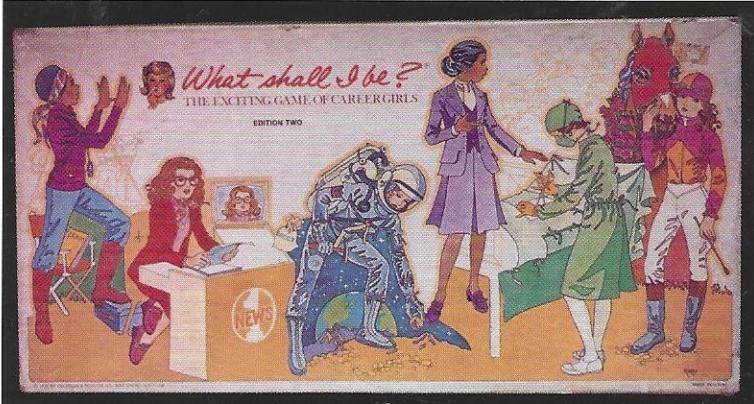
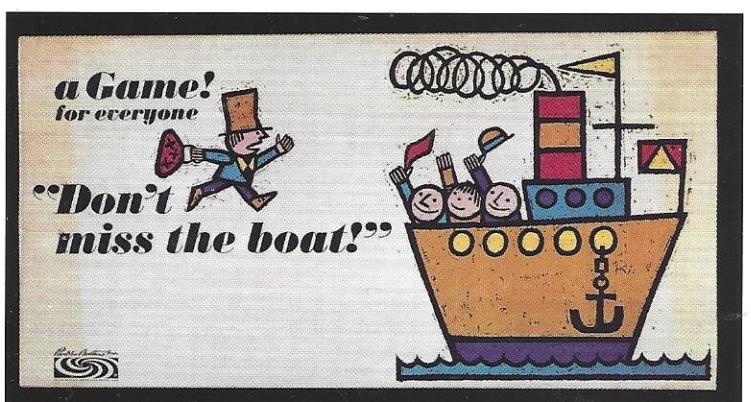


### WHAT SHALL I BE?

Selchow & Righter 1969

Photo cover version of the 1966 popular girl's career game (see first book).

\$25 - \$35

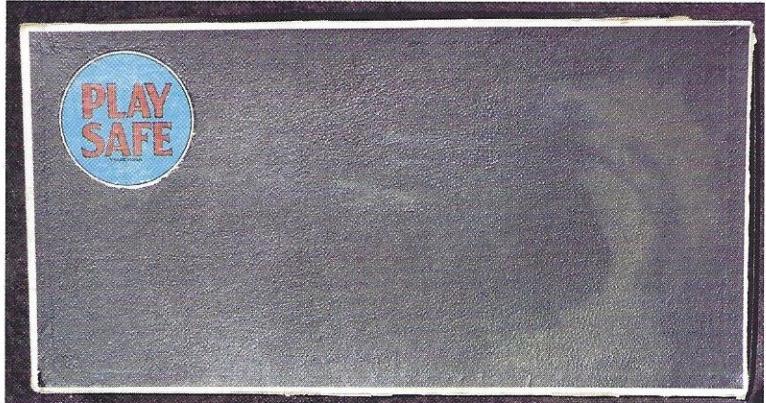


### WHAT SHALL I BE?

Selchow & Righter 1976

Edition Two. Attempts to correct the chauvinistic career choices of earlier editions by including Director, News Anchor, Astronaut, Lawyer, Doctor, and Jockey instead of Ballerina, Stewardess, Teacher, Beauty Queen, Actress, and Nurse.

\$20 - \$25

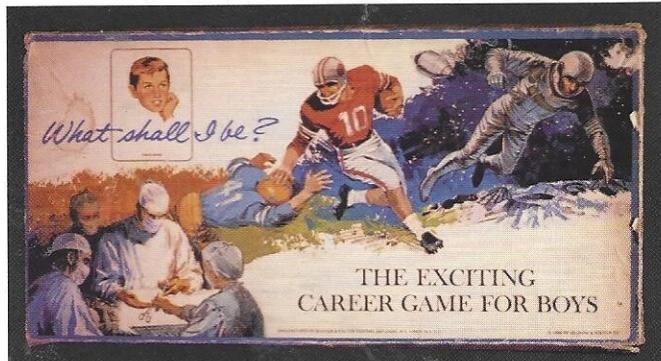


### PLAY SAFE

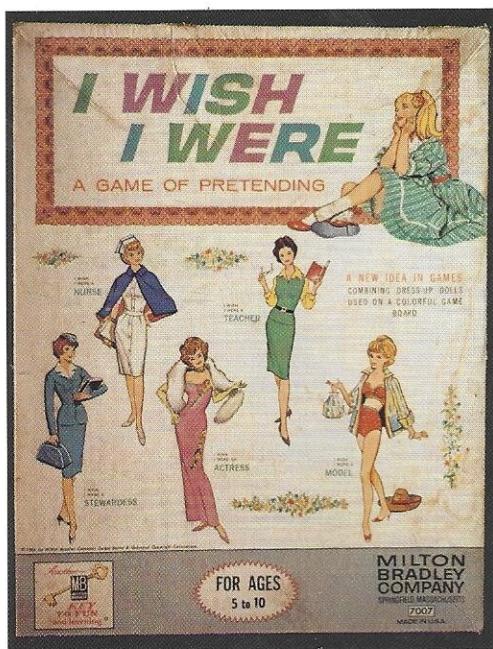
Milton Bradley 1936

Bizarre game about children and safety, but it has cool metal "people" moving pieces.

\$50 - \$70



**WHAT SHALL I BE?**  
Selchow & Righter 1968  
Boys Edition. Rare.  
\$30 - \$40



**I WISH I WERE**  
Milton Bradley 1964  
\$30 - \$40



**I WISH I WERE**  
Milton Bradley 1964  
"A game of pretending." Neat large plastic "board" and "dress-up dolls" combined to make this obscure game interesting. Players moved around the board getting the education or training they needed for their chosen career. First player to reach the end becomes what they "wish they were." This game is years ahead of Selchow & Righter's WHAT SHALL I BE?, but has the same restrictions on careers for girls: Models, Actress, Teacher, Stewardess, or Nurse.



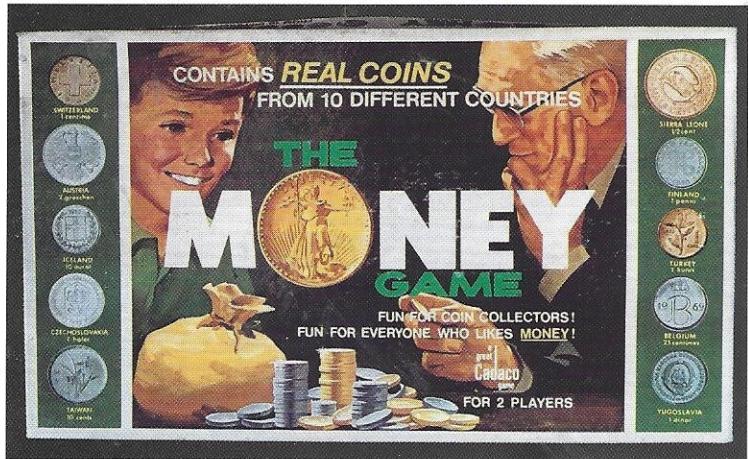
**ESCORT**  
Parker Brothers 1955  
"Game of Guys and Gals." Very odd artwork on this game that is essentially Chinese Checkers. I guess the woman needs an escort to protect her from all the marauding males.  
\$35 - \$45



**DREAM DATE**  
Transogram 1963  
Large, elaborate magnetic game. "Use your personal magnetism to 'click' with the boy of your choice." Same game workings as ESPIONAGE.  
\$35 - \$45



**SENIOR PROM**  
Built-Rite 1966  
Warehouse find has reduced value.  
\$20 - \$25

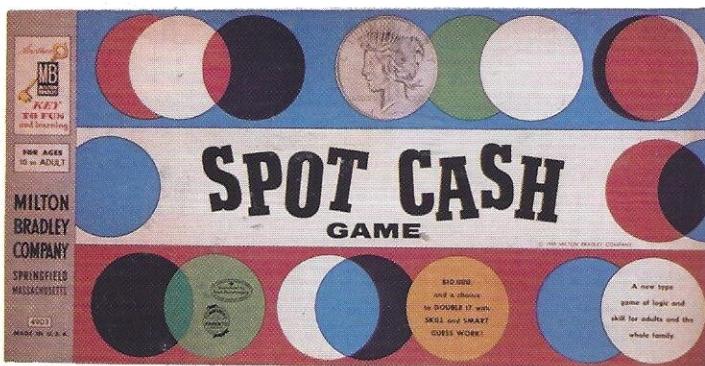


### MONEY

Cadaco 1973

"Contains Real Coins from 10 different countries."

\$15 - \$20



### SPOT CASH

Milton Bradley 1959

"A new type game of logic and skill."

\$10 - \$15



### Have fun with numbers.

After dinner, settle down to a challenging game of ONE MORE TIME. In ONE MORE TIME, you pit your quick-wits against your opponents in a race to see who can roll the highest score with a roll of the dice. In ONE MORE TIME, even the dice are numbered.

The physical components of ONE MORE TIME are simple. You just need a space which the play progresses and scores a consecutively kept. Fun is the point and purpose of ONE MORE TIME, but don't be surprised if you find your numerical awareness sharp-

ening. Like any really good game, ONE MORE TIME is fun when you're a beginner, fun when you play it like a pro. Fine for a four-player party.

To carry out the party theme, you might have an amateur bandy, and set guests guessing the population and distance between cities. Or, if you have a large group, you could even plan a menu to match: Sweden's smorgasbord, Turkey's shish kebab, Japan's yakkyaki, chicken in wine from France, India's lamb or chuck-en every with rice.

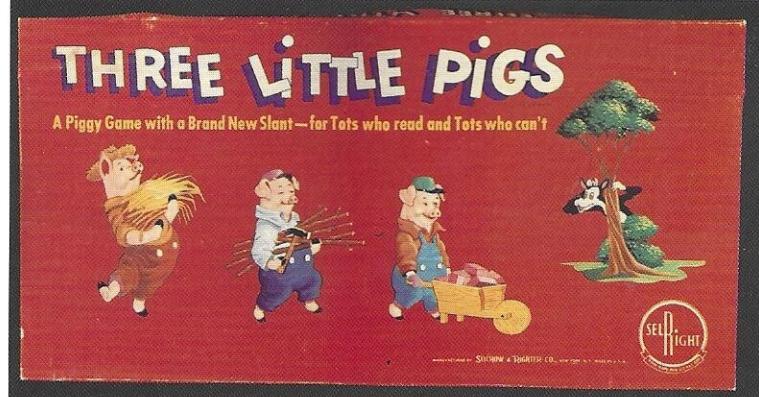


### THREE LITTLE PIGS

Selchow & Righter 1959

Kids who were too young to read could still play this game.

\$25 - \$35



### FIRE CHIEF

THE GAME OF MIXED-UP FIREMEN

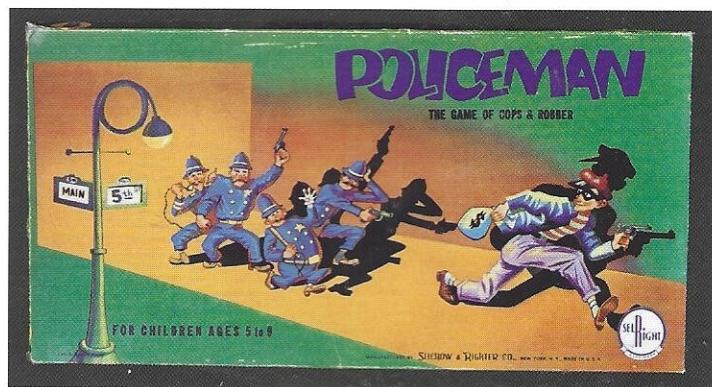


### FIRE CHIEF

Selchow & Righter 1957

"The Game of Mixed-Up Firemen." The series included POSTMAN, MECHANIC MAC, POLICEMAN, and ENGINEER (see first book).

\$15 - \$20

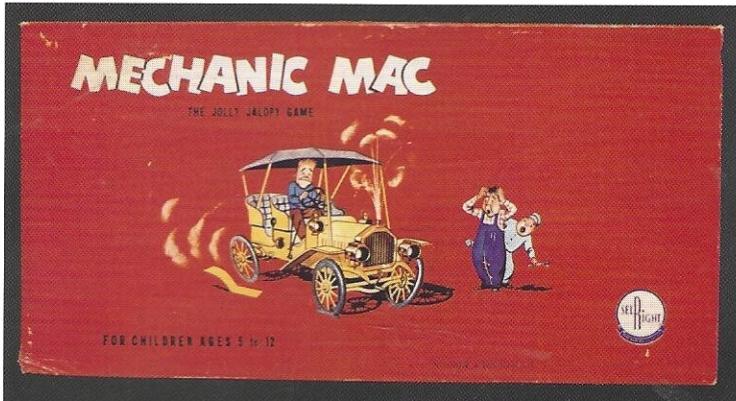


### POLICEMAN

Selchow & Righter 1957

"The Game of Cops & Robber."

\$25 - \$30



### MECHANIC MAC

Selchow & Righter 1957

"The Jolly Jalopy Game."

\$20 - \$25

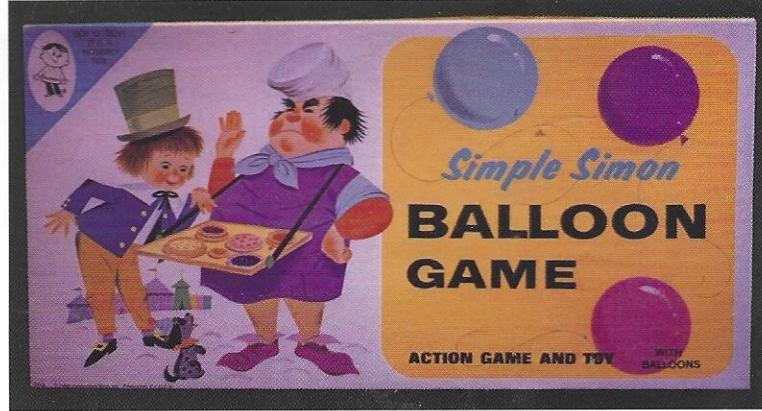


### GINGERBREAD MAN

Selchow & Righter 1961

Cool game had four small puzzles of the gingerbread house that players had to be the first to finish.

\$30 - \$40

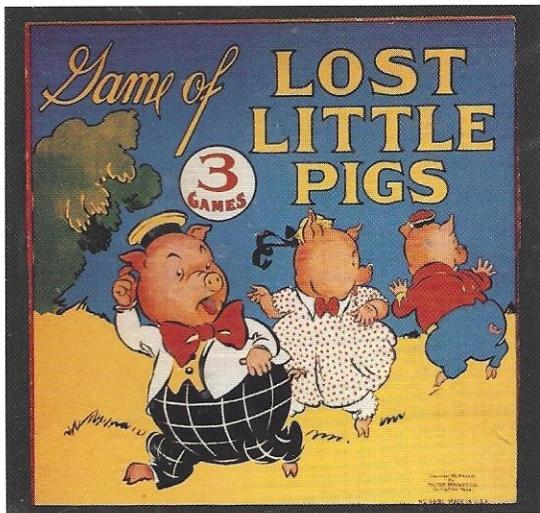


### SIMPLE SIMON BALLOON GAME

Hasbro 1966

"With balloons."

\$10 - \$15

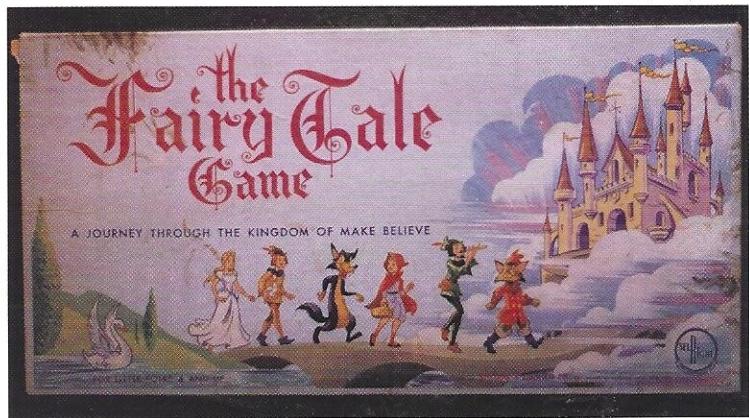


### LOST LITTLE PIGS

Milton Bradley 1936

Three different simple games could be played on the box bottom board.

\$30 - \$40

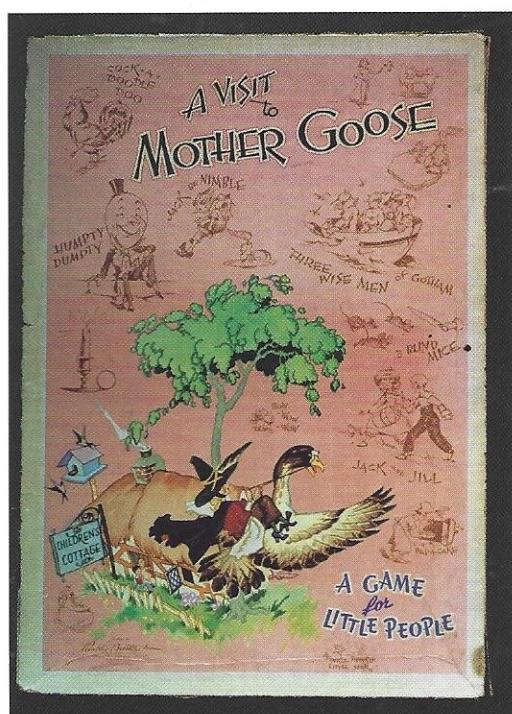


### FAIRY TALE GAME

Selchow & Righter 1962

Journey through a fairy tale kingdom. I don't like the way that wolf is looking at Little Red Riding Hood.

\$10 - \$15



### A VISIT TO MOTHER GOOSE

Parker Brothers 1947

Huge oversized game with beautiful artwork and chalk playing pieces of little boys and girls. I think it is one of the finest of the post-war era.

\$75 - \$95



### HEX

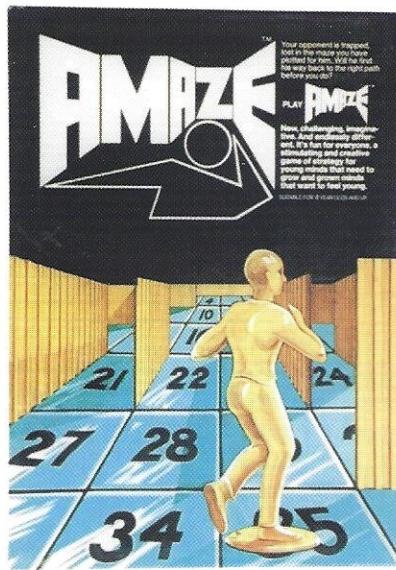
Parker Brothers 1950

Build with "hex" shapes from one side of the board to the other. Neat Elf graphics.

\$20 - \$25



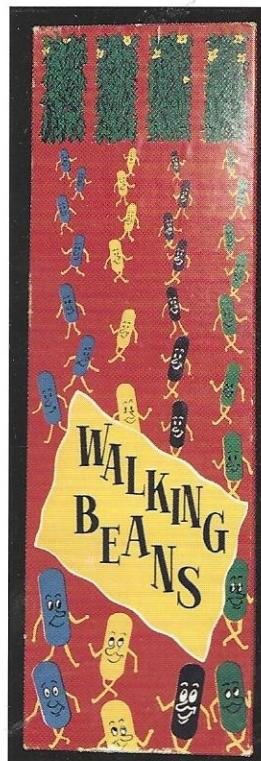
Inside of HEX.



#### AMAZE

Schuco Games 1976

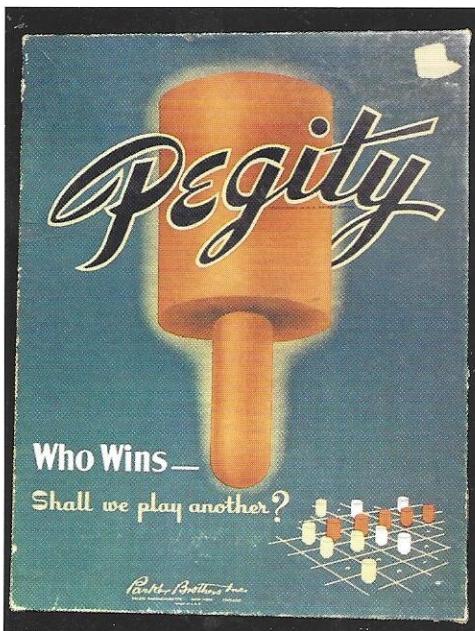
Players plot mazes for their opponents.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$15 - \$25



#### WALKING BEANS

Unknown 1950s?

Weighted "beans" (like TUMBLEBUG) are coerced down the board to points.  
\$5



#### PEGITY

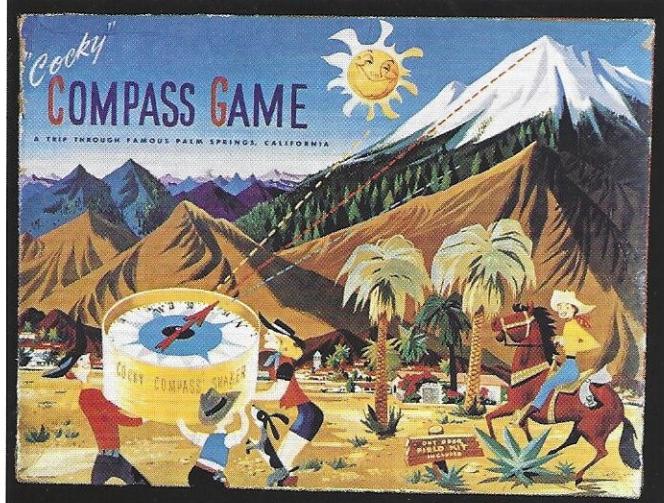
Parker Brothers 1930s  
Another popular entrainment strategy game.  
"Shall we play another?"  
\$20 - \$25



#### DAI JOBI

Parker Brothers 1956

"The Great Balinese Game." Basically, you throw colored sticks in the air and the way they come down determines play. Rare, obscure game.  
\$40 - \$50



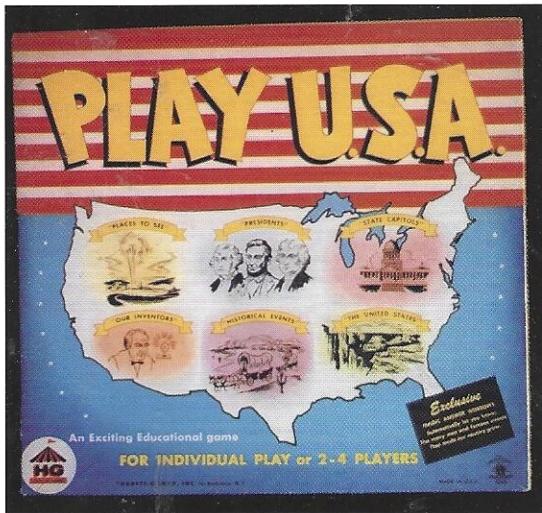
#### LANDMARKS

Selchow & Righter 1962  
Trivia game.  
\$15 - \$20

#### COCKY COMPASS

Christian Toy Co. 1955

Interesting game of Palm Springs that has rules for play inside and outside. Includes a neat compass.  
\$25 - \$35



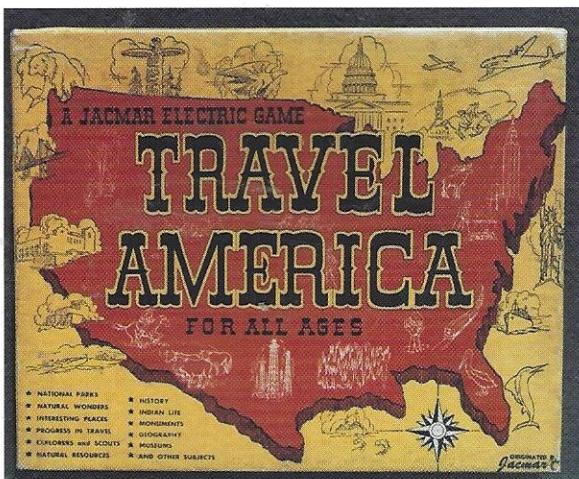
### PLAY USA

Harett-Gilmar 1950s  
Neat trivia game where five different knobs have to be aligned correctly to get some answers.  
\$25 - \$35



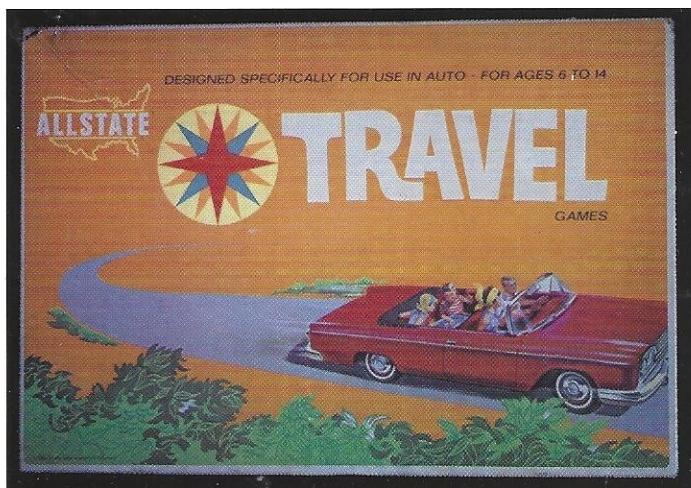
### LET'S TAKE A TRIP

Milton Bradley 1963  
Collector's seem to remember this game, as it's gets a lot of requests. Players move their autos by spinning the dial.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$15 - \$25



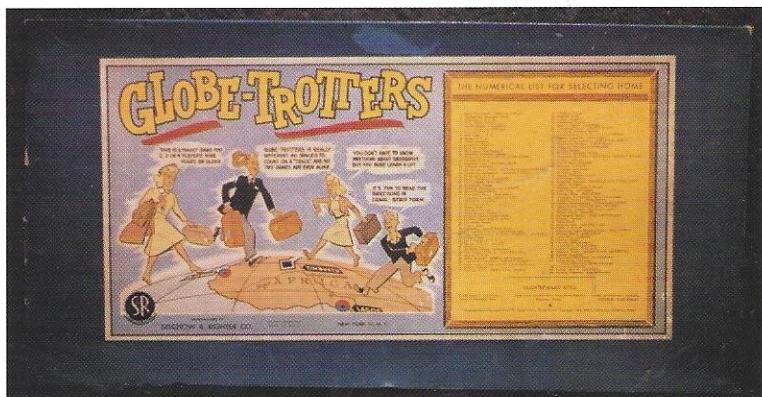
### TRAVEL AMERICA

Jacmar 1950  
Cheesy "electric" trivia game. Very small.  
\$15 - \$20



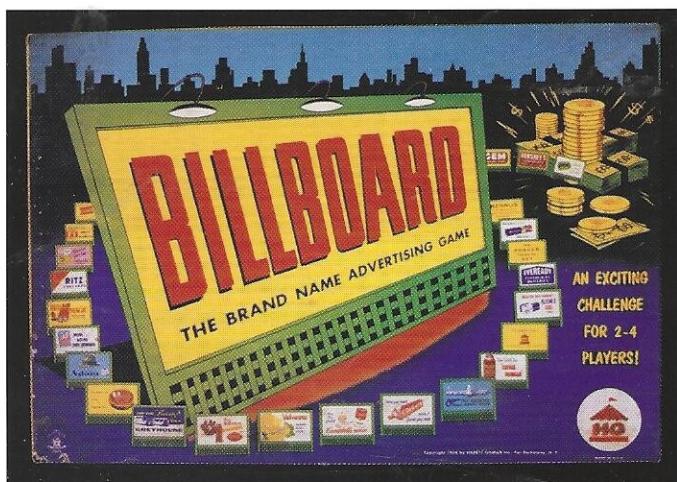
### ALLSTATE TRAVEL

Selchow & Righter 1964  
Made exclusively for Sears, this neat car travel game came with wooden cars and a built-in compass.  
\$40 - \$50



### GLOBE-TROTTERS

Selchow & Righter 1950  
Directions are in comic strip form. Deadly words in instructions: "you're sure to learn a lot."  
\$30 - \$40



### BILLBOARD

Harett-Gilmar 1956  
"The Brand Name Advertising Game." Super cool game involves buying advertising and renting billboard space. Includes little wooden billboards of popular items.  
\$75 - \$100



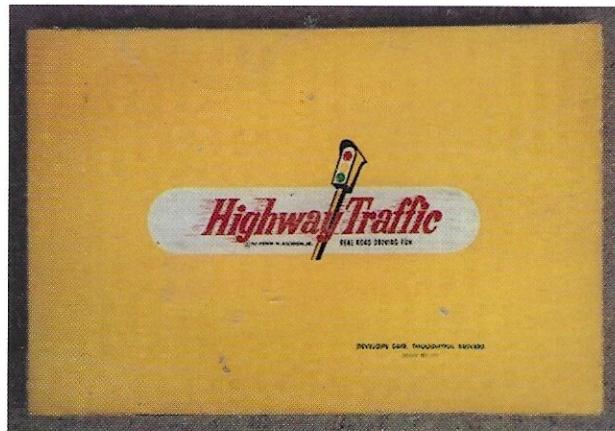
Inside of BILLBOARD.

# Game Hunting?

At last all guess work has been eliminated in the selection of the right game for the right age. The games in this folder have been selected and classified for their appeal to various age groups running the gamut from the toddling youngsters to the doddering elder. Select any one of the several delightful Milton Bradley games from the proper age group and you will be sure to select the right game for the right age. Milton Bradley makes game hunting happy hunting for the entire family.

## USE THIS MILTON BRADLEY "GAME GUIDE"

PRICES IN THIS CIRCULAR MAY BE SLIGHTLY HIGHER IN THE WEST AND SOUTH.



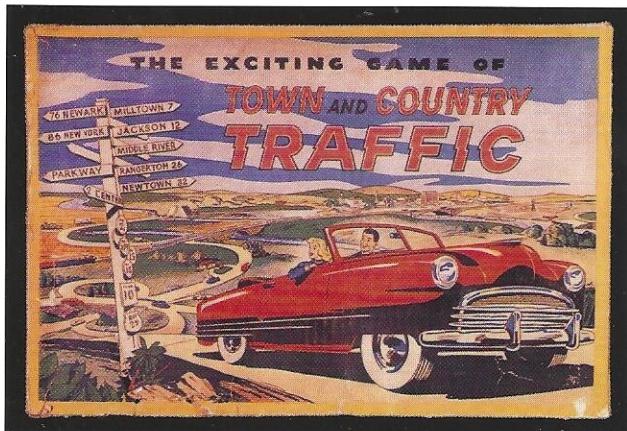
### HIGHWAY TRAFFIC

John Allison Jr. 1957

"Develops safe, thoughtful drivers."

Courtesy of Jeff Lowe's ExtravAGAMEza

\$40 - \$50

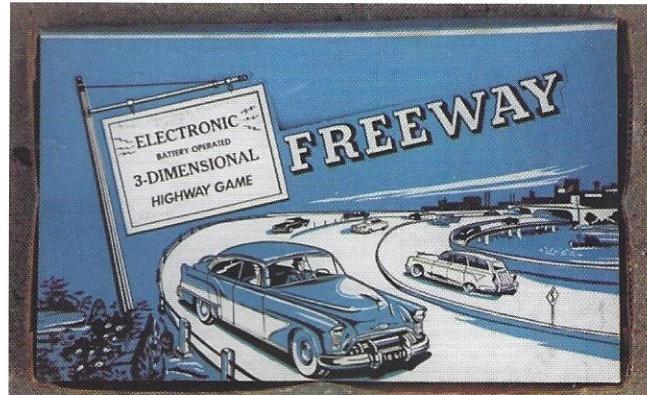


### TOWN AND COUNTRY TRAFFIC

Ranger Steel 1950s

Neat game came with metal autos and metal traffic light "spinner."

\$75 - \$100



### FREEWAY

Plastic Art Toy Co. 1958

"Battery Operated 3-Dimensional Highway Game."

Courtesy of Jeff Lowe's ExtravAGAMEza

\$50 - \$60



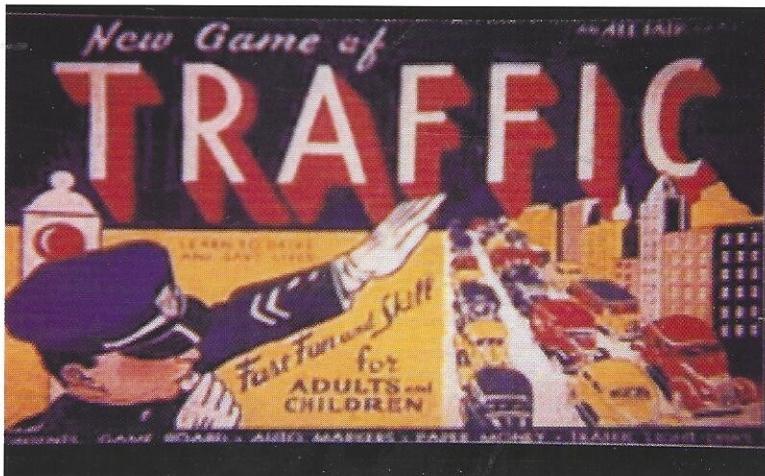
### ZIPPITY SPEEDWAY

Kenner 1968

Battery operated game provided cushion of air for

Styrofoam cars to ride on, "Like the cars of tomorrow."

\$50 - \$60



### TRAFFIC

All-Fair 1930s

\$45 - \$55

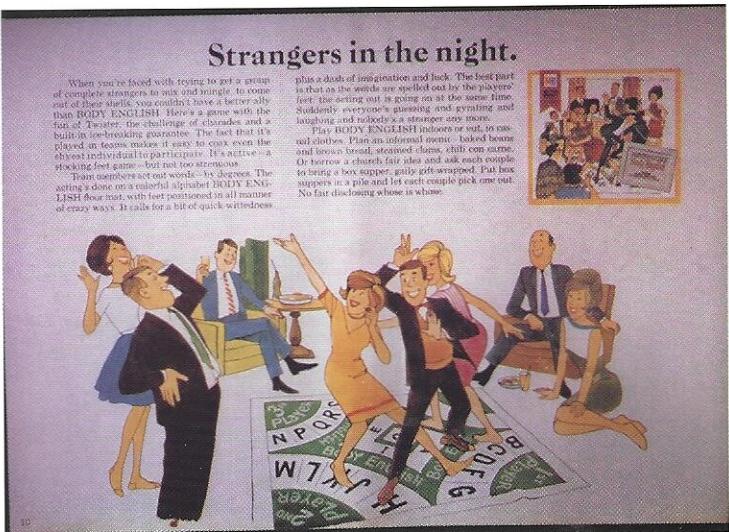


**SKILL-DRIVE**

Sydney Tarrson Corp 1950s

"Electronic Remote Control." I think not.

\$20 - \$25

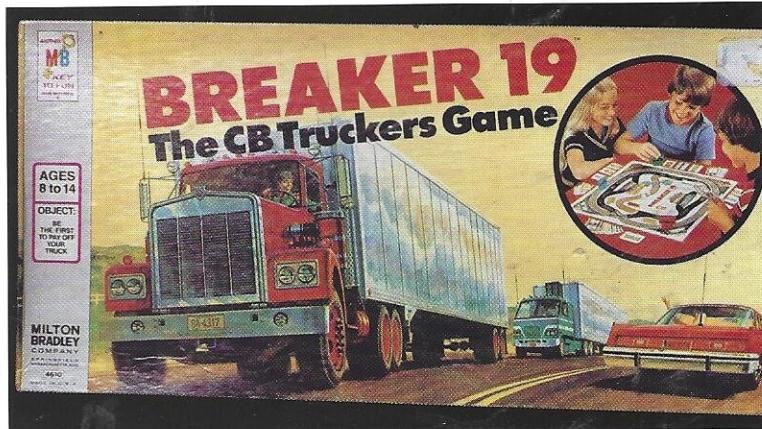


## **DRIVER TRAINING GAMES**

Decor Note Co. 1959

Two games, LET'S DRIVE and OLD SCRATCH. Cool, small plastic cars. In Old Scratch, the Devil tells you to do things like "Fall asleep at the wheel," and "Pass on blind curves."

\$30 - \$40

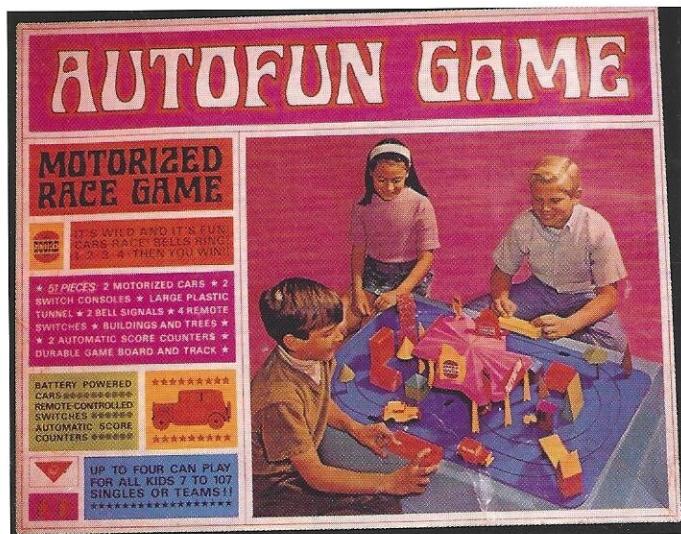


## **BREAKER 19**

Milton Bradley 1976

### "The CB Trucker's Game."

\$10 - \$15



AUTOFLIN

AMF 1967

Huge game, with battery operated scale cars. Same game as GET-AWAY CHASE GAME (see first book), which came out a year later.

\$75 - \$100

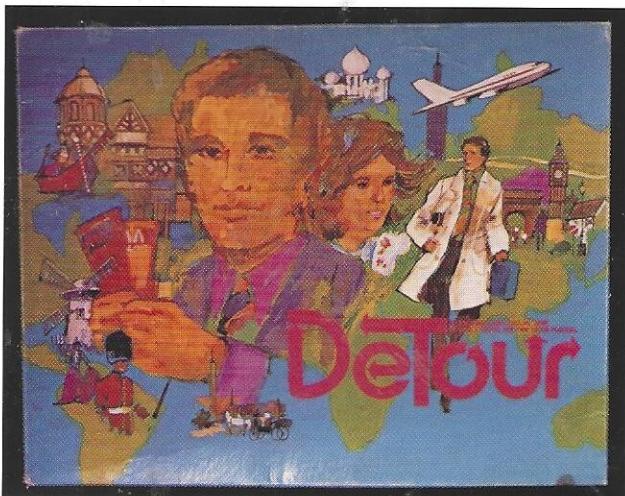


**KEEP ON TRUCKIN', AMERICA**

Sandstorm Ent. 1976

Sandstorm Err. 199  
Promotional game.

~~\$10 - \$15~~



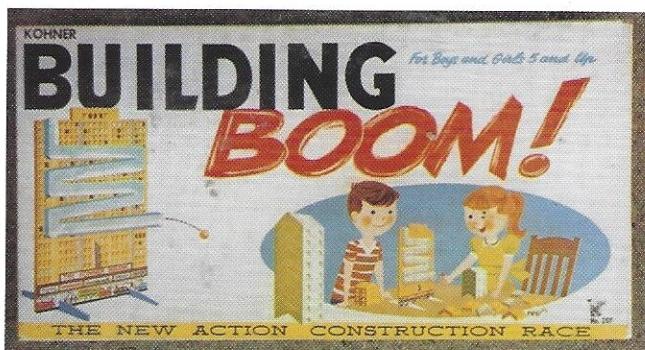
### DETOUR

American Greetings 1972

Rare game of world travel.

From the collection of Bob Claster

\$40 - \$50



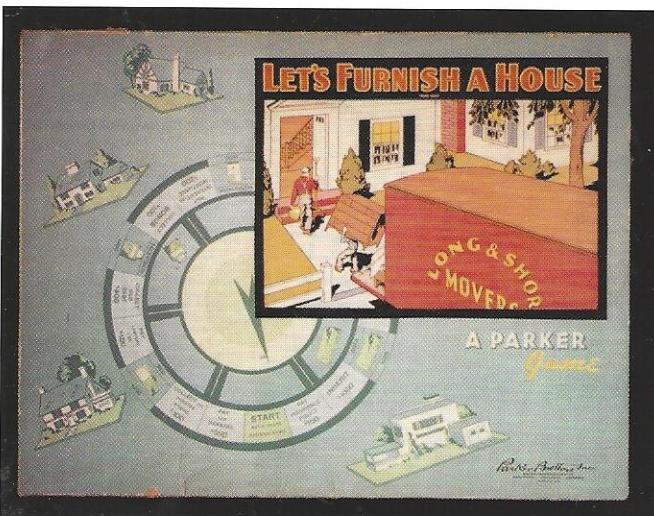
### BUILDING BOOM!

Kohner 1950

Moves were determined by putting a marble in the large plastic "building" and seeing what came out.

Courtesy of Jeff Lowe's ExtravGAMEza

\$30 - \$40

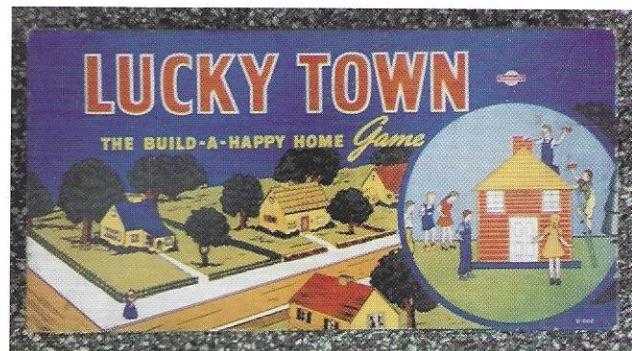


### LET'S FURNISH A HOUSE

Parker Brothers 1947

Players spun to see which item they would get for the house. Sometimes they would have to pay repairs or insurance, sometimes they would inherit money or collect an old debt. Large, scarce game.

\$40 - \$50



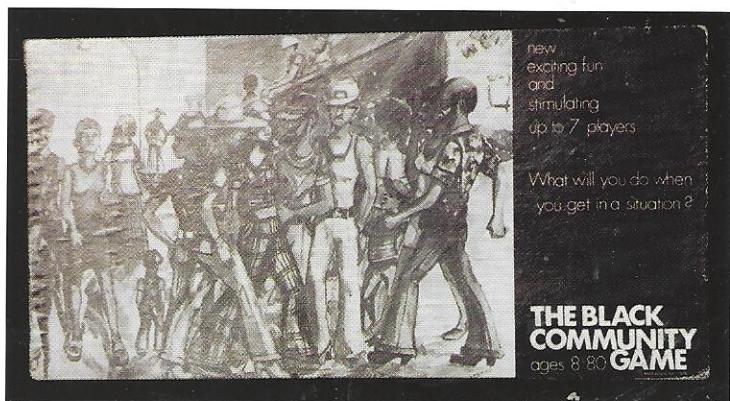
### LUCKY TOWN

Somerville 1940s

Canadian. "The build-a-happy home game."

Courtesy of Jeff Lowe's ExtravGAMEza

\$40 - \$60



### BLACK COMMUNITY

M, Inc. 1967

"New exciting fun..." ... "What will you do when you get in a situation?"

\$10 - \$15



### RATRACE

AMT 1968

"Madcap game of social climbing." Scarce game from a plastic model company.

\$20 - \$30



### INTERSECTION

Aladdin 1974

Game of Action and Reaction.

Courtesy of Jeff Lowe's

ExtravGAMEza

\$25 - \$30

### CROSS PURPOSES

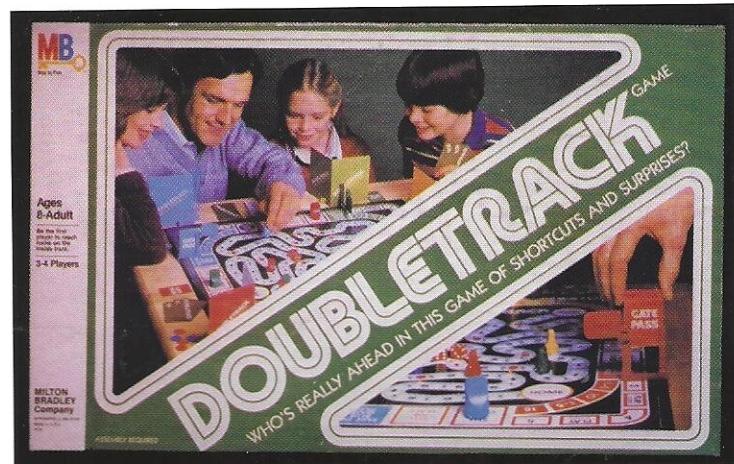
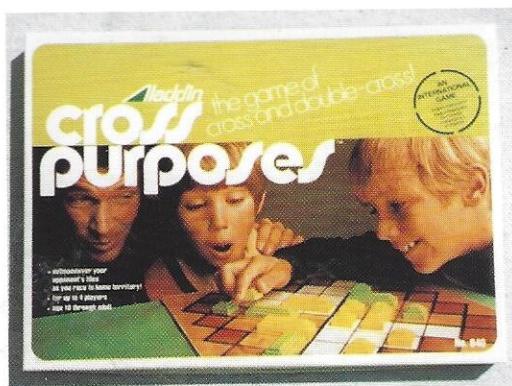
Aladdin 1976

"The game of cross and double-cross."

Scarce.

Courtesy of Jeff Lowe's ExtravaGAMEza

\$20 - \$30



### UP & ADD 'EM!

Aladdin 1976

"The sneaky game of conquest." From same series as CROSS PURPOSES. Uncommon.

Courtesy of Jeff Lowe's ExtravaGAMEza

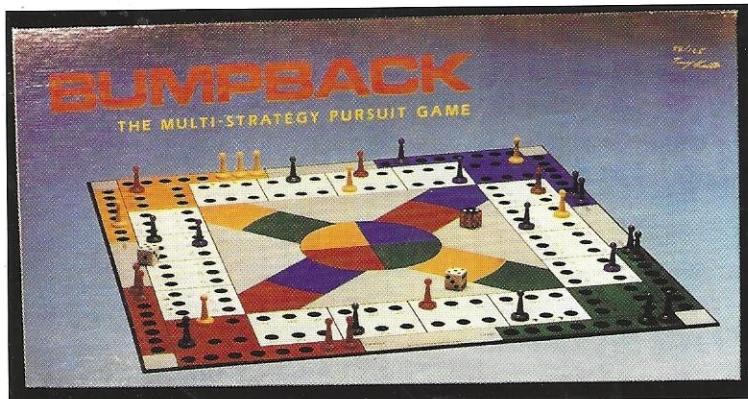
\$20 - \$30

### DOUBLETRACK

Milton Bradley 1981

Anyone could win in this mixed up offering from Milton Bradley.

\$10 - \$15



### BUMPBACK

Cutler Ind. 1983

The first 125 copies were signed and numbered.

\$10 - \$12

### LEVERAGE

Milton Bradley 1982

The object is to tilt the game board down on your opponents side.

\$10

### SPECTRUM

Intellect Games 1975

"Colors clash for territorial gain."

The "Brief Encounter Games"

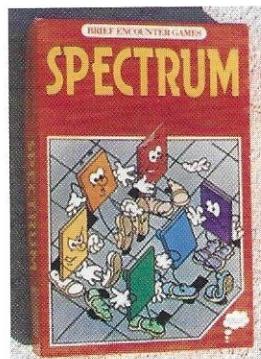
included WORDCROSS, QUITs,

CYPHER, and EGGHEAD.

Courtesy of Jeff Lowe's

ExtravaGAMEza

\$10 - \$12



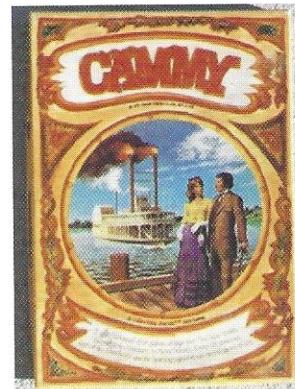
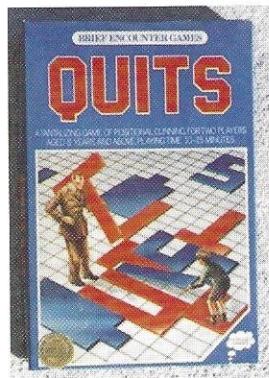
### QUITs

Intellect Games 1975

Game of positional cunning.

Courtesy of Jeff Lowe's ExtravaGAMEza

\$10 - \$12



### CAMMY

Classic Games 1975

Historical game of the pre-Civil

War South.

Courtesy of Jeff Lowe's

ExtravaGAMEza

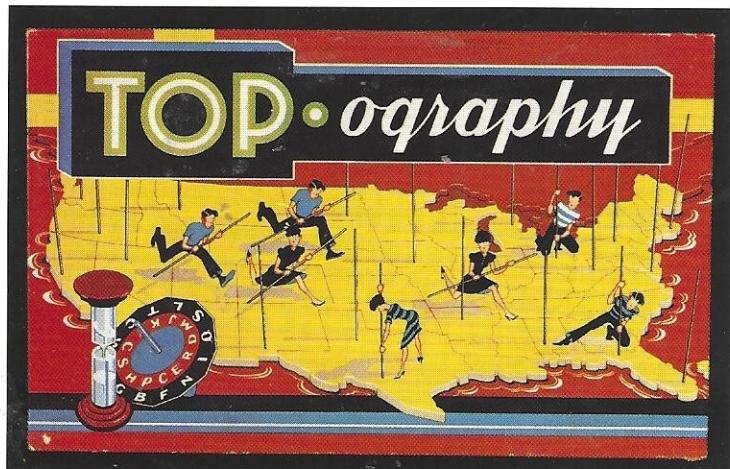
\$15 - \$20



### HIGGLY PIGGLY

Cadaco-Ellis 1956

Over 40 small plastic pieces! Kind of like Bingo. Super cool.  
\$40 - \$50

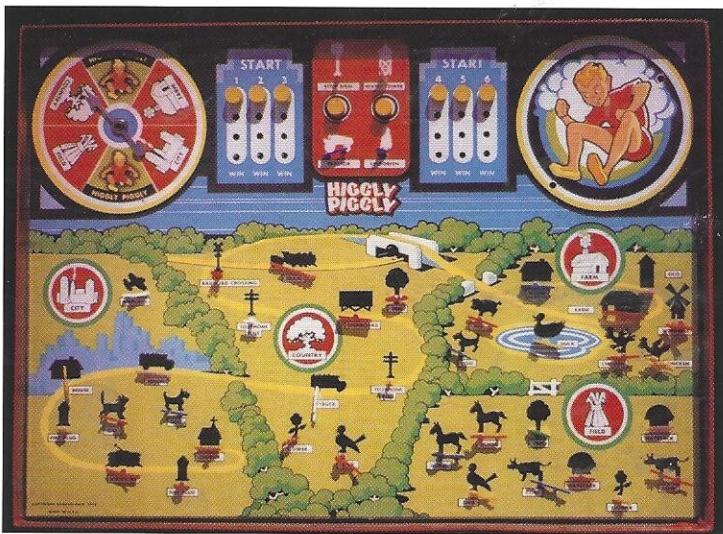


### TOP-OGRAPHY

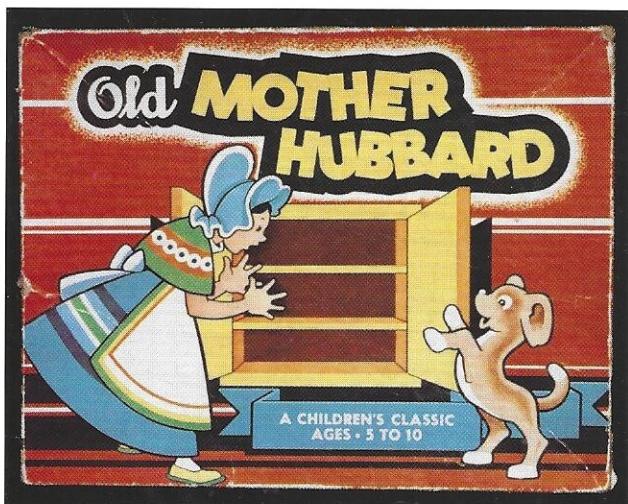
Cadaco-Ellis 1947

Frightening geography game.

\$25 - \$30



Inside of HIGGLY PIGGLY.

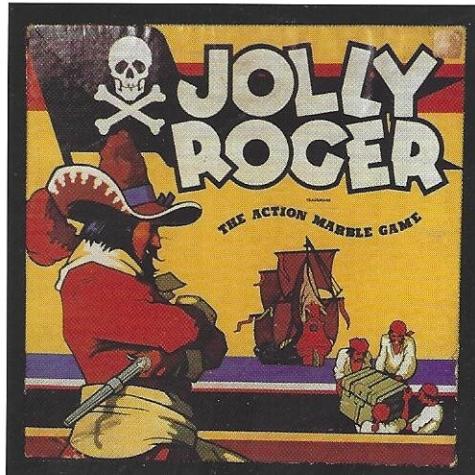


### OLD MOTHER HUBBARD

Cadaco-Ellis 1955

Companion game to LITTLE BOY BLUE (see first book).

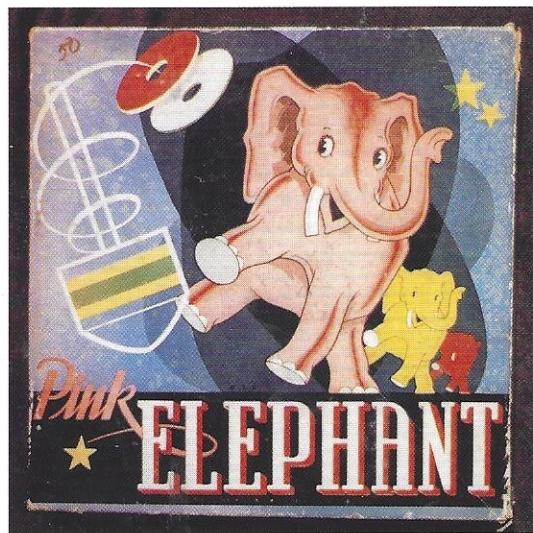
\$25 - \$30



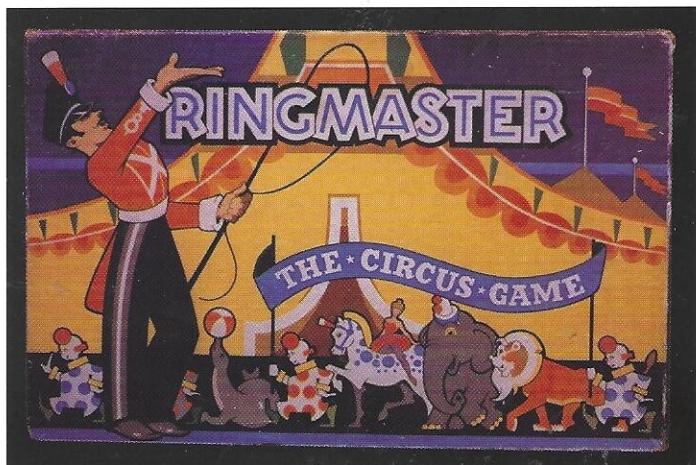
### JOLLY ROGER

Cadaco-Ellis 1943

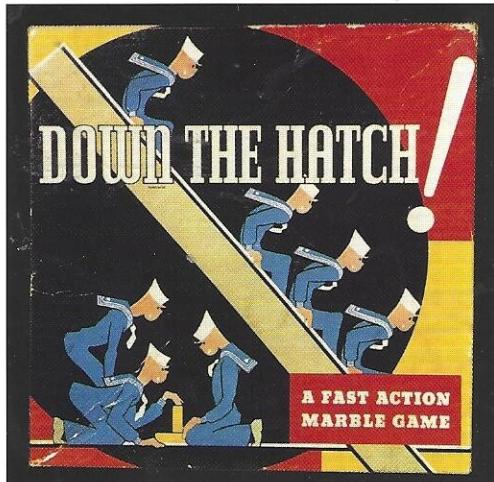
Marbles were dropped down a center chute and scored points. Another game of this style was DOWN THE HATCH.  
\$30 - \$35

**PINK ELEPHANT**

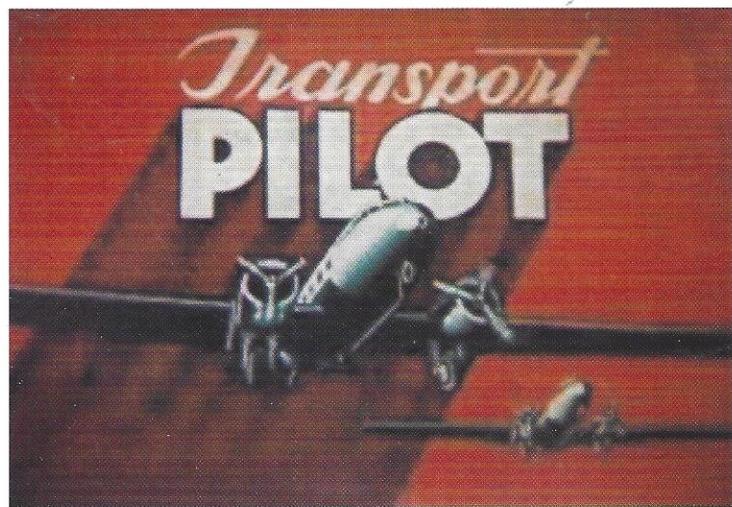
Cadaco-Ellis 1941  
Top game, early from  
this company.  
\$20 - \$25

**RINGMASTER**

Cadaco-Ellis 1947  
Cool game with tons of cardboard circus animals. Scarce.  
\$40 - \$50



**DOWN THE HATCH!**  
Cadaco-Ellis 1943  
Same game as JOLLY  
ROGER.  
\$40 - \$50



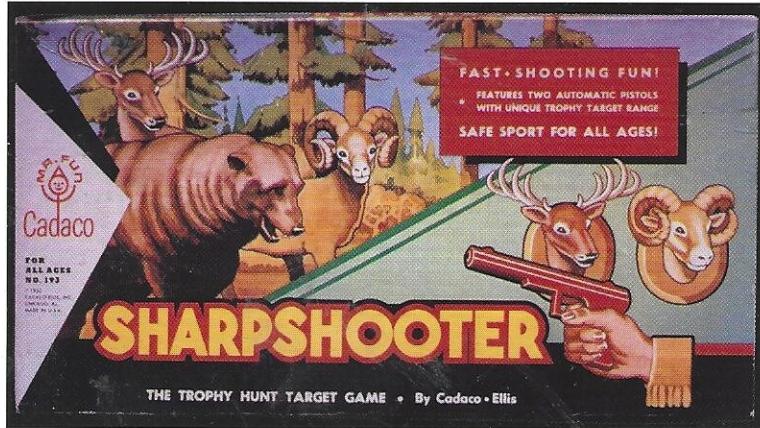
**TRANSPORT PILOT**  
Cadaco-Ellis 1938  
\$50 - \$75



Inside of RING-  
MASTER.



**SHARPSHOOTER**  
Cadaco-Ellis 1951  
Original version.  
\$50- \$60



### SHARPSHOOTER

Cadaco 1962  
\$30 - \$40



### SHARPSHOOTER

Cadaco-Ellis 1962

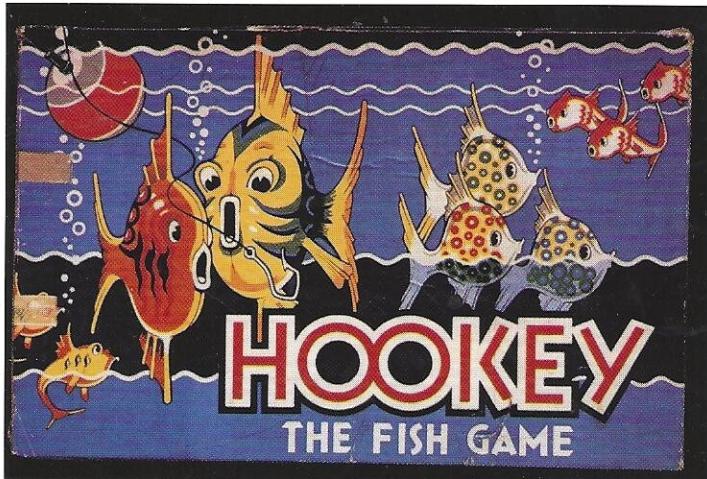
Featured a pair of plastic, rubber band shooting guns. When you shot an animal, it would flip over revealing its point score. What I don't understand is how come on the box cover, all the animals are benign and smiling. Not just the ones on the wall, which might have been stuffed that way, but the ones in the forest, too. Yet on the target, they are all snarling with nasty expressions. Is it easier to kill an angry animal than a happy one?



### RED HERRING

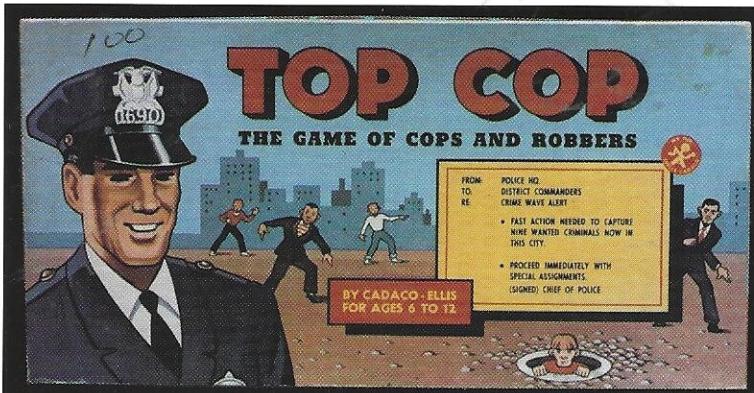
Cadaco-Ellis 1944

Fish tile game with a "red herring" joker tile. I love all the Cadaco-Ellis games, but I think this is my favorite cover.  
\$30 - \$45



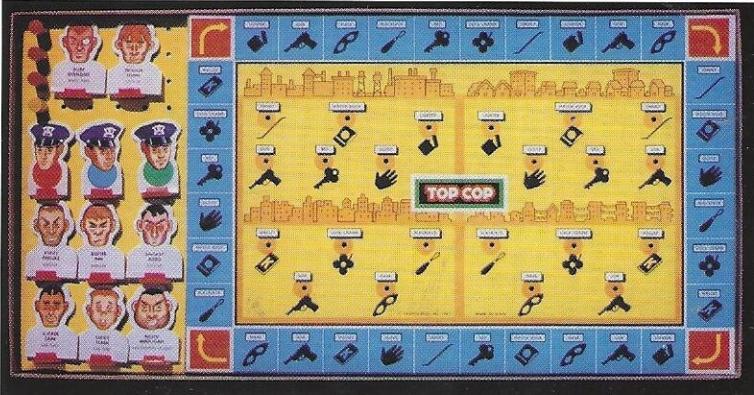
### HOOKEY

Cadaco-Ellis 1946  
Catch those fish and put them in the cardboard frying pan.  
\$30 - \$40

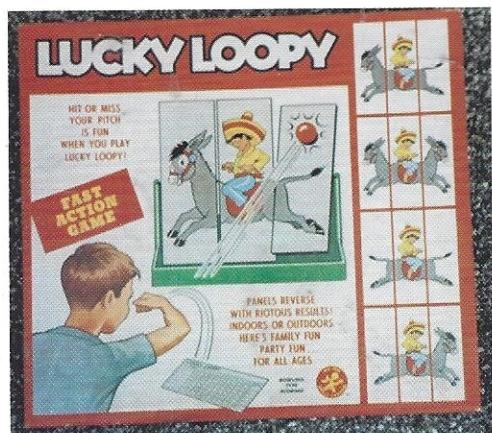


### TOP COP

Cadaco-Ellis 1961  
Collect the bad guy tokens and become "Top Cop."  
\$35 - \$45



Inside of TOP COP



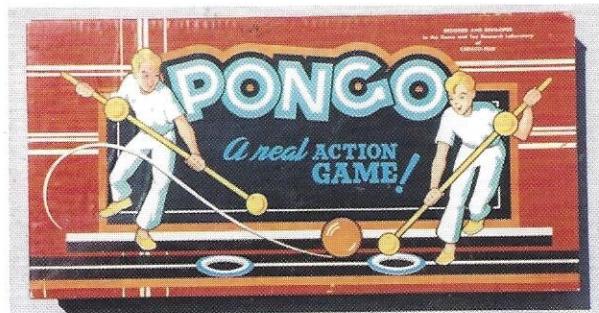
**LUCKY LOOPY**  
Cadaco-Ellis 1962  
Large bean bag toss game in which hitting a panel reverses the scene for often hilarious results.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$40 - \$50



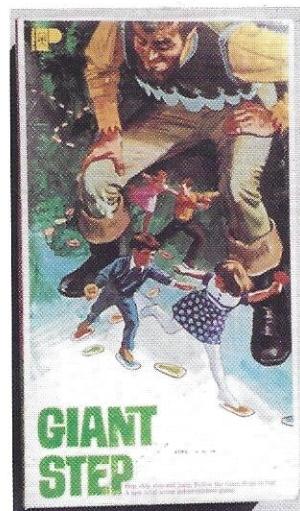
**GIANT STEPS**  
Milton Bradley 1957  
Follow the leader.  
\$10 - \$15



**DOBBIN DERBY**  
Cadaco-Ellis 1950  
Horse-race game with large cardboard horses.  
\$30 - \$40



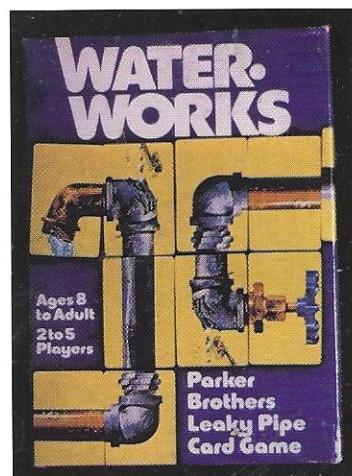
**PONGO**  
Cadaco-Ellis 1953  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$25 - \$40



**GIANT STEP**  
Pressman 1960s  
Try to jump from step to step without being tagged.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$15 - \$20



**TAG**  
Milton Bradley 1958  
Believe it or not, a board game about "tag."  
\$10 - \$15



**WATERWORKS**  
Parker Brothers 1976  
Card game with tiny metal wrenches.  
\$10 - \$15



**CHUTES AND LADDERS**

AGES 4 TO 10 PRICE \$2.00  
This popular game teaches the rewards for good deeds and the youngsters never tire of its ups and downs, thrills and spills. Rules are simple, easy to follow—just spin the dial and away you go. Four colorful playing pieces, for 2, 3 or 4 players.



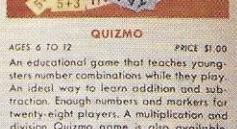
**CHUTES AND LADDERS**

AGES 4 TO 10 PRICE \$2.00  
A real entertainer, this game is exciting and thrilling. Children love to watch and hear the marbles clickety-clak and zig-zag down the wooden runways to the scoring target. 12 colored marbles. The more who play, the greater the competition.



**CHINESE STAR CHECKERS**

AGES 5 TO ADULT PRICE \$2.00  
A very high quality game with 60 marbles that fit in a permanent container. Sturdy Tekwood playing board is framed in woodinemolding that maintains a rigid playing surface and prevents marbles from falling. Reverse side for Chess and Checkers.



**QUIZMO**

AGES 6 TO ADULT PRICE \$1.00  
An educational game that teaches youngsters number combinations while they play. An ideal way to learn addition and subtraction. Enough numbers and markers for twenty-eight players. A multiplication and division Quizmo game is also available.



### POLLYANNA DIXIE

Parker Brothers 1954

Plays like PARCHEESEI. Many different versions (see first book).

\$20 - \$25

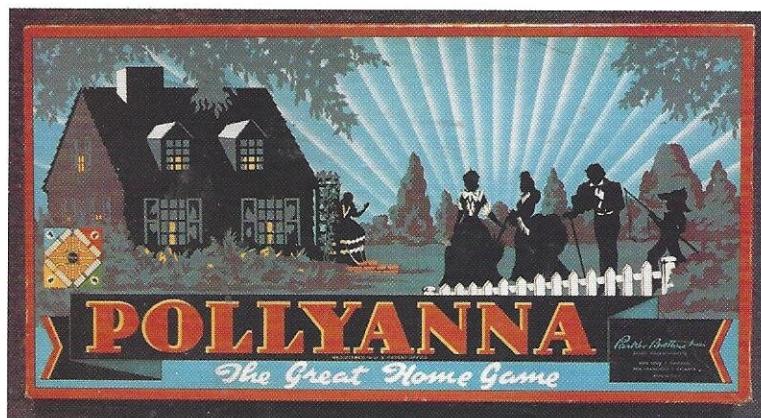


### MOVIE STUDIO MOGUL

International Marketing Consultants 1981

Run the studios.

\$30 - \$40

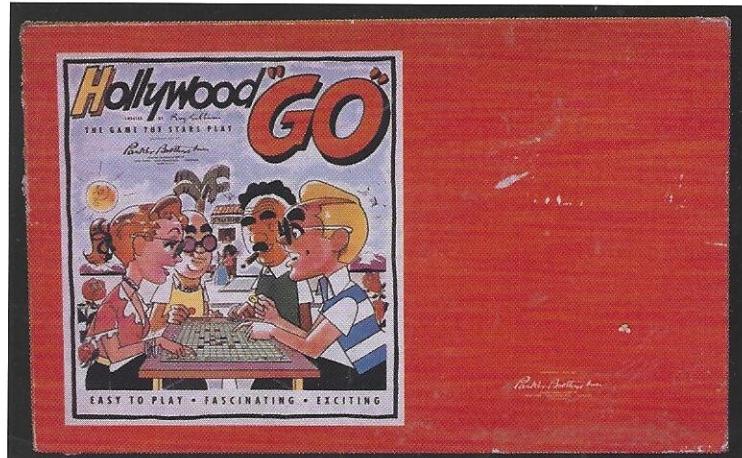


### POLLYANNA

Parker Brothers 1951

Used to be called "The Glad Game."

\$25 - \$30

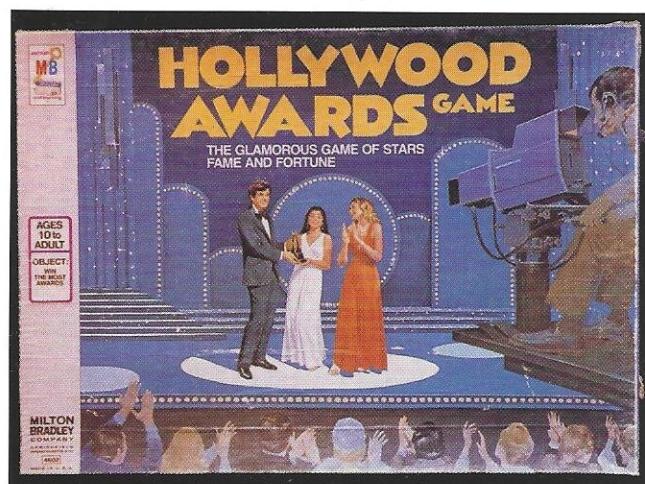


### HOLLYWOOD GO

Parker Brothers 1954

"The game the stars play." GO game.

\$30 - \$40

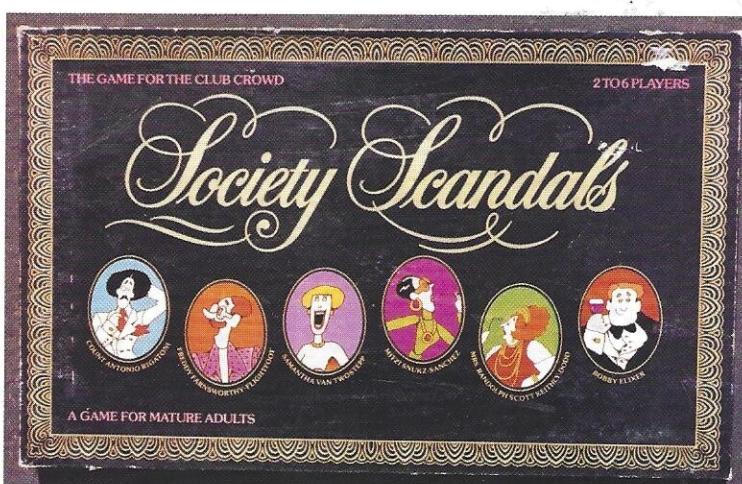


### HOLLYWOOD AWARDS

Milton Bradley 1976

"Glamorous game of stars, fame and fortune."

\$25 - \$30

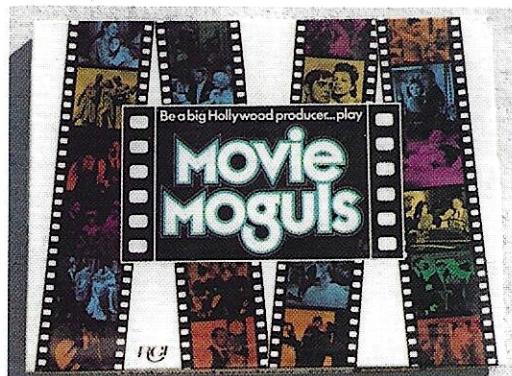


### SOCIETY SCANDALS

E.S. Lowe 1978

Upper crust shenanigans.

\$20



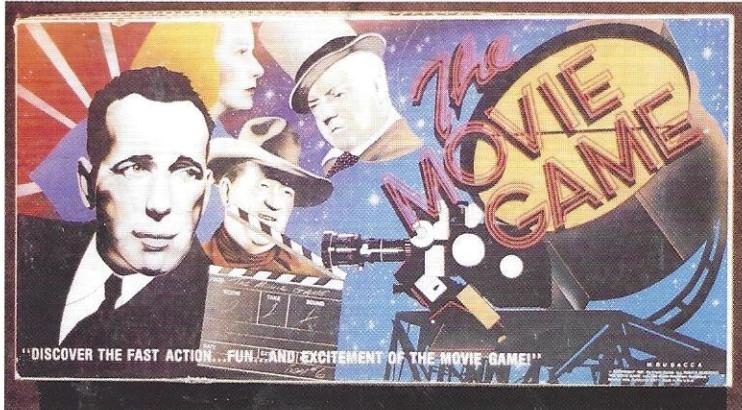
### MOVIE MOGULS

Research Games 1973

Scarce game.

Courtesy of Jeff Lowe's  
ExtraGAMEza

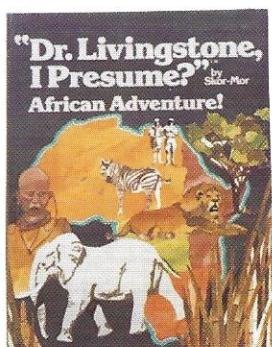
\$50 - \$60



Left:  
**MOVIE GAME**  
The Movie Game, Ltd. 1981  
Trivia game.  
\$15 - \$20



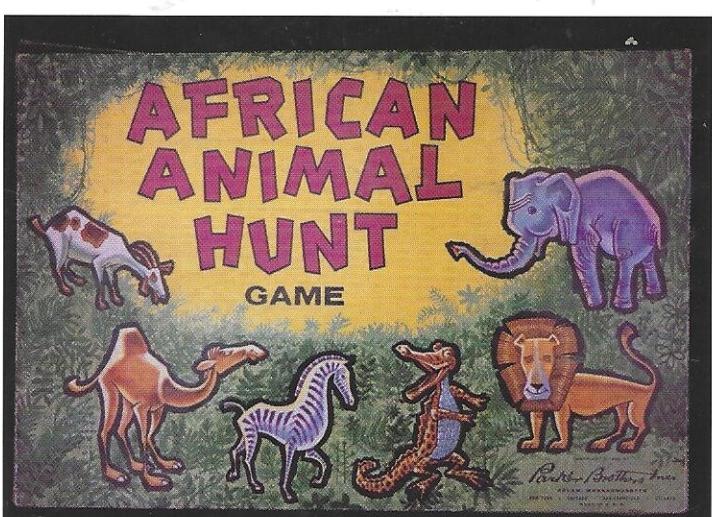
**TUNE-IN TV BINGO**  
Selchow & Righter 1970  
Players matched their bingo cards to images they saw on TV.  
\$10 - \$15



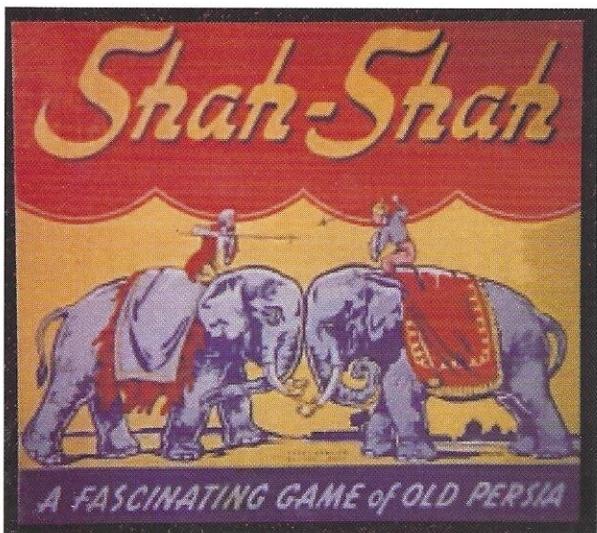
**DR. LIVINGSTONE, I PRESUME?**  
Skor-Mor 1970s  
Courtesy of Jeff Lowe's ExtraGAMEza  
\$20 - \$25



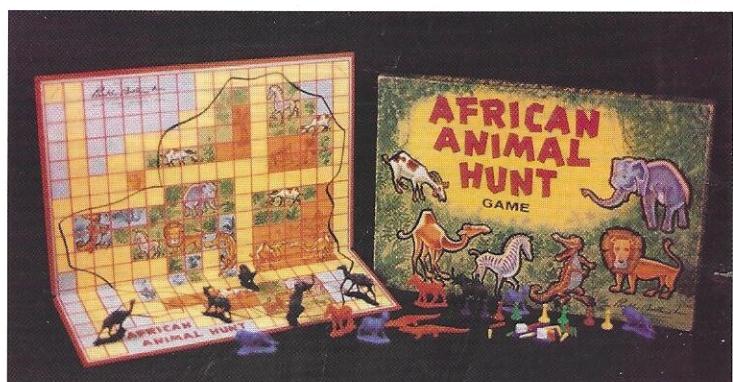
**CHONCA**  
Hasbro 1950s  
\$30 - \$40



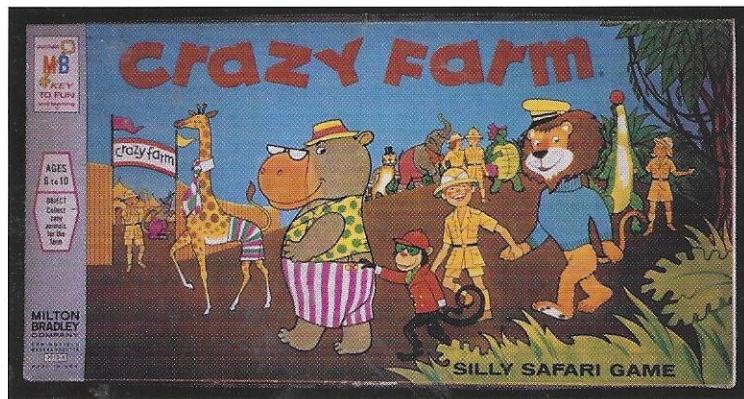
**AFRICAN ANIMAL HUNT**  
Parker Brothers 1960  
\$50 - \$60



**SHAH-SHAH**  
Corey Games 1930s  
Strategy game.  
\$30 - \$40



**AFRICAN ANIMAL HUNT**  
Parker Brothers 1960  
Super cool game includes tons of colored plastic animals, although I don't see why we have so many varieties of Goats, Sheep, and Horses if we're hunting in Africa. Couldn't they afford the scarier animals? Beautiful cover for obscure game.



### CRAZY FARM

Milton Bradley 1970

Regular track game. I wouldn't be holding hands with a lion if I was going somewhere called "Crazy Farm."

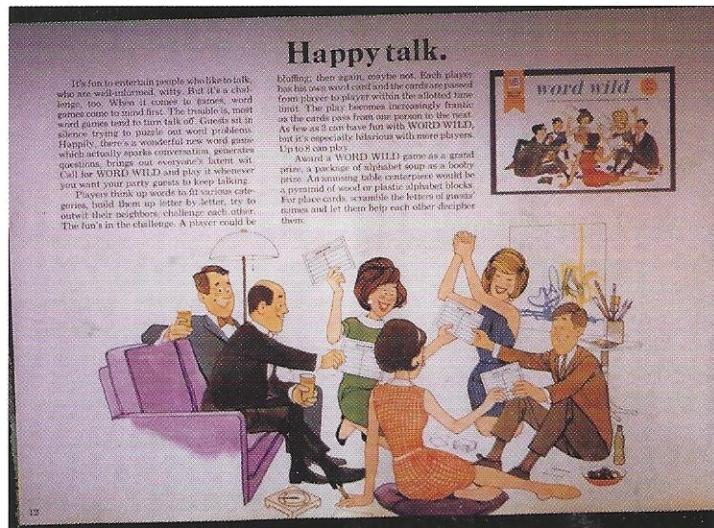
\$7 - \$10



### FUN ON THE FARM

Milton Bradley 1950s

\$15 - \$20



### Happy talk.

"It's fun to entertain people who like to talk who are well-informed, witty. But it's a chore, too. When it comes to names, word games come to mind first. The traditional word game is to find words hidden in a grid. Games are also trying to puzzle out word problems. Happily, there's a wonderful new word game which actually makes everyone a little wiser and more conversant. It's called WORD WILD. Call for WORD WILD and play it whenever you want your guests to keep talking."

"You'll need to be a little competitive, though, because they'll be challenging each other. The fun's in the challenge. A player could be

"...telling, that again, everyone's not. Each player has his own word card and the cards are free from play to player until the allotted time limit."

"Or, one person innocently frantic



"or the cards pass from one person to the next. As few as 3 can have fun with WORD WILD, but it's especially hilarious with more players. Up to 10 can play."

Award a WORD WILD game to your prize, a package of alphabet soup as a bowler hat, or a wooden or plastic农具 would be a premium of wood or plastic alphabet blocks. For place cards, scramble the letters of guests' names and let them help each other decipher them.

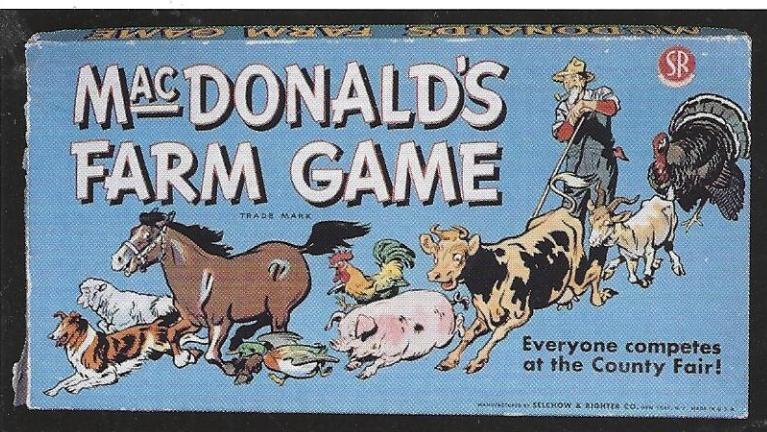


### FARM MANAGEMENT

Big Top 1962

Farm teaching tool.

\$20



### MacDONALD'S FARM

Selchow & Righter 1950s

All the animals compete at the county fair.

\$20 - \$22

Right:

### BALDICER

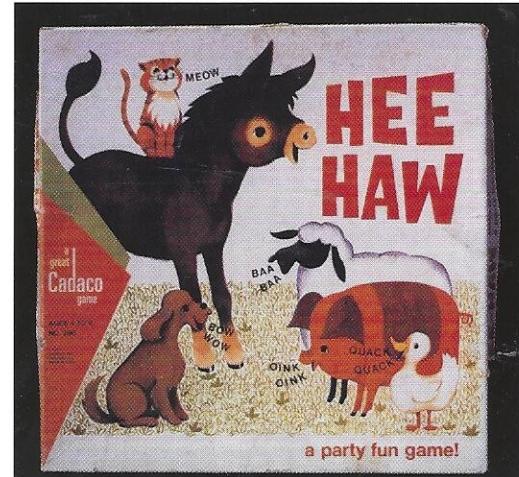
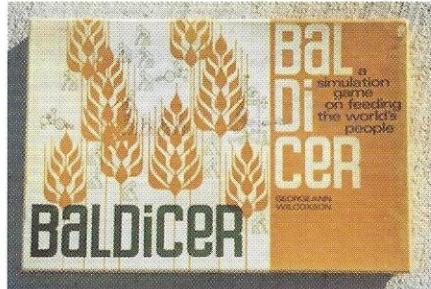
John Knox Press 1970

Simulation game on world hunger.

Courtesy of Jeff Lowe's

ExtraGAMEza

\$15 - \$20

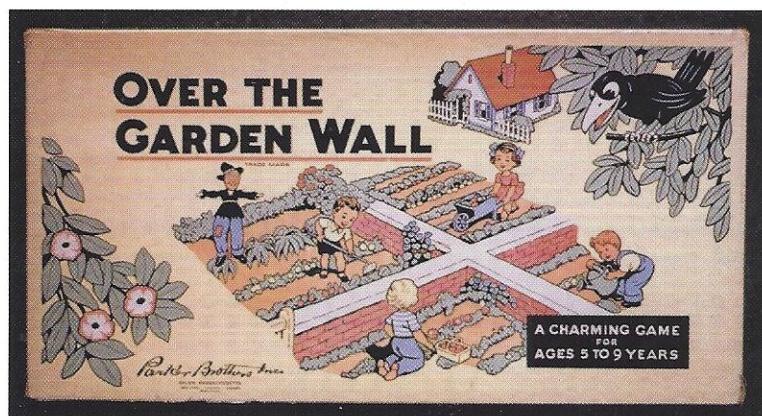


### HEE HAW

Cadaco 1970

Simple child's game. Not based on a TV show.

\$10 - \$15



### OVER THE GAR-DEN WALL

Parker Brothers

1940s

Similar to BUNNY RABBIT. No relation to a Milton Bradley game of same name.

\$25 - \$30

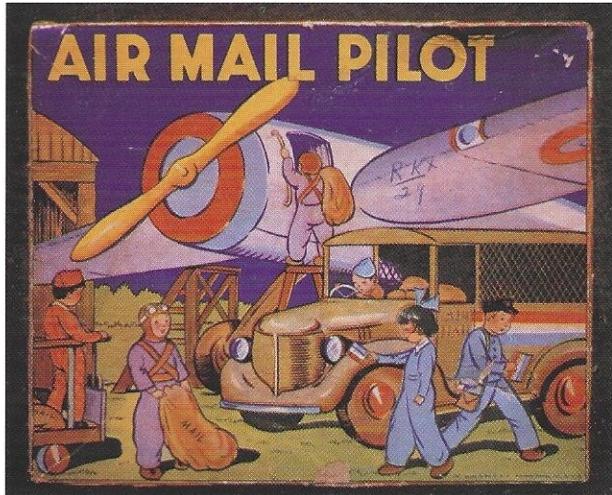


## UR

Selchow & Righter 1977

"Royal Game of Sumer." Replica of ancient Sumerian game.

\$10 - \$15

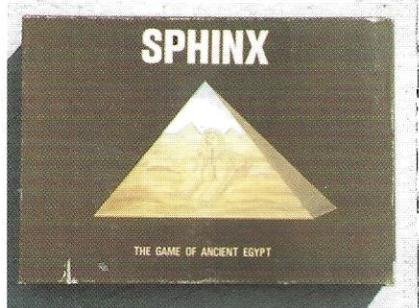


## AIR MAIL PILOT

Advance Games 1940s

Uncommon game came complete with all kinds of air mail and air mail labels. Even stamps!

\$55 - \$75

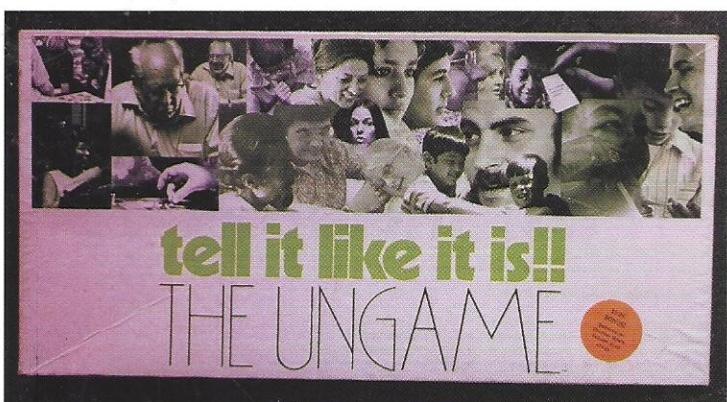


## SPHINX

Unknown 1970s

Courtesy of Jeff Lowe's ExtravAGAMEza

\$20 - \$25



## UNGAME

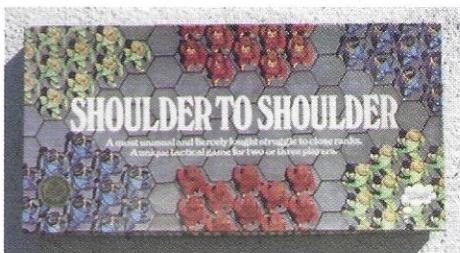
The Ungame Co. 1972

Common game.

\$5 - \$7



Inside of AIR MAIL PILOT.



## SHOULDER TO SHOULDER

Intellect Games 1975

Unique tactical game.

Courtesy of Jeff Lowe's ExtravAGAMEza

\$15 - \$20

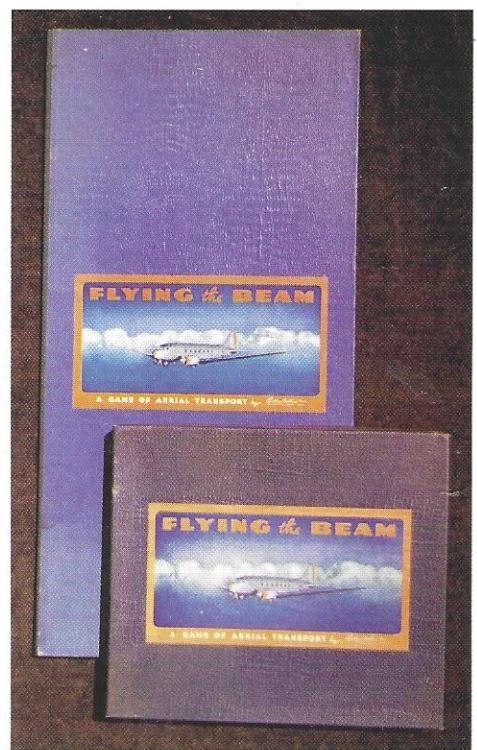
## FLYING THE BEAM

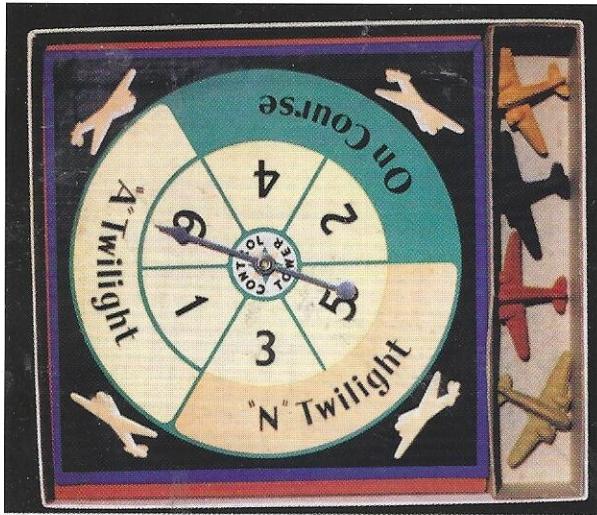
Parker Brothers 1941

Very Rare. Separate board and box edition (see first book). Small airplanes are composition instead of metal, because of war-time rationing.

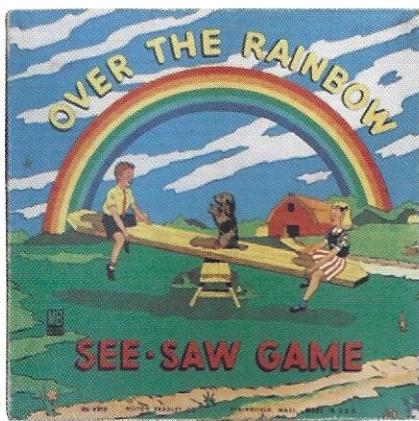
From the collection of Bob Claster

\$75 - \$100





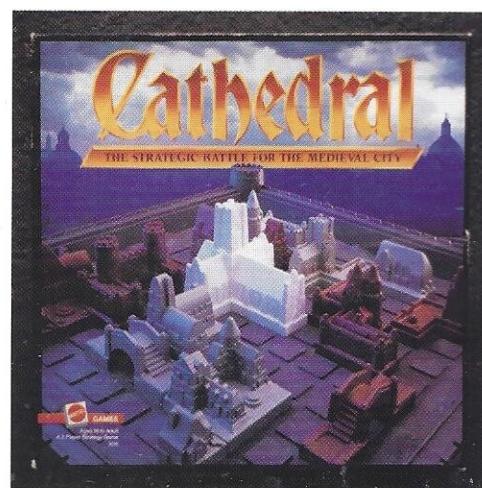
Inside of FLYING THE BEAM.



#### OVER THE RAINBOW SEE-SAW GAME

Milton Bradley 1949  
Similar to BABAR AND HIS FRIENDS SEE-SAW GAME.

Courtesy of Jeff Lowe's *ExtravAGAMEza*  
\$25 - \$35



#### CATHEDRAL

Mattel 1986  
\$10 - \$12



#### EAT AT RALPH'S

Milton Bradley 1992

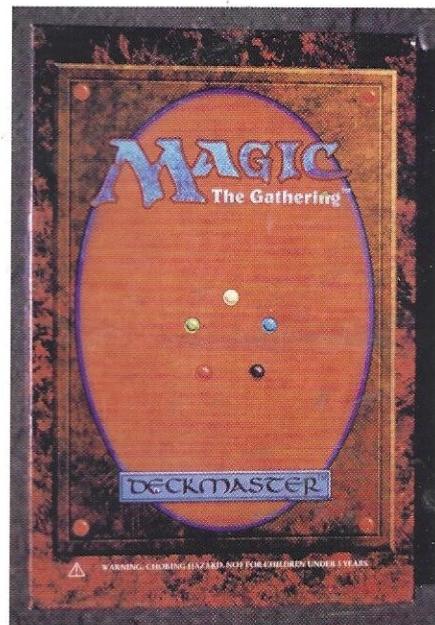
Disgusting motorized game in which players try to feed as much food as they can into a giant plastic mouth until it vomits on a unlucky player. Putrid games like this sometimes become collectible because most people shun them, and they end up on the bargain tables.

\$10



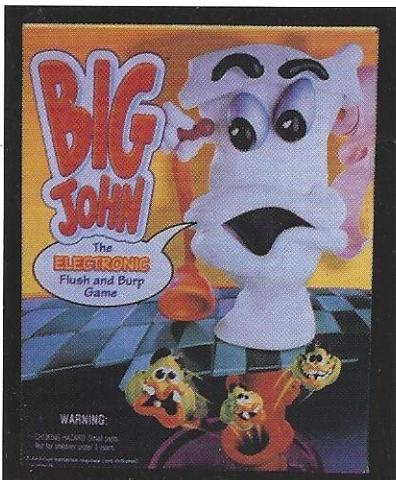
#### ARMAGEDDON

Everon International 1977  
End of the world. Scarce.  
Courtesy of Jeff Lowe's *ExtravAGAMEza*  
\$35 - \$40



#### MAGIC: The Gathering

Wizards of the Coast 1995  
Starter pack that began the card playing craze.  
\$20



#### BIG JOHN

Parker Brothers 1994

Another revolting electronic game in which players try to stuff things down a toilet, until it backs up and spews out filth. All kinds of euphemisms are used to describe feces without actually naming it. Again, so shunned that it may become collectible.

\$10

#### VOYAGE TO CIPANGU

Cipangu Games Co. 1979  
Beautiful board graphics, small 3-D sailing ships similar to BROADSIDES AND BOARDING PARTIES. Scarce.  
Courtesy of Jeff Lowe's *ExtravAGAMEza*  
\$50 - \$75



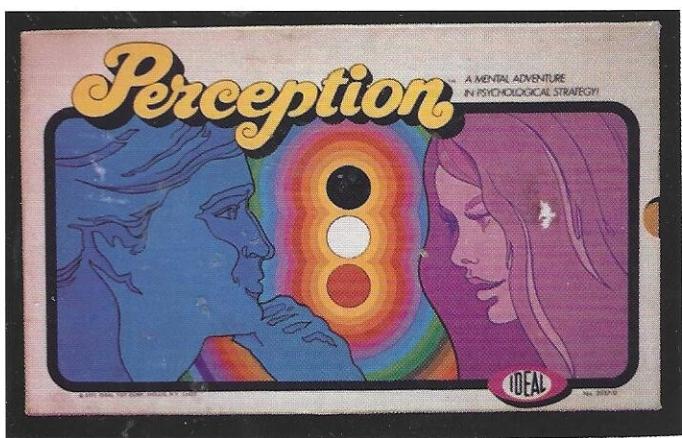


### CONQUEST OF THE RING

Hobbit Toys and Games Inc. 1970

Middle Earth adventure.

\$25 - \$35

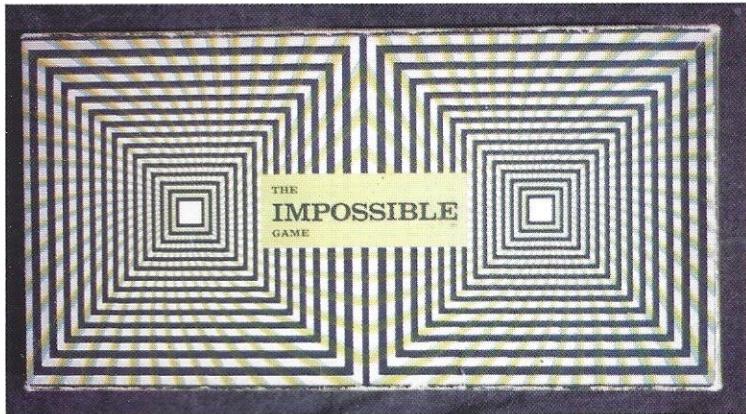


### PERCEPTION

Ideal 1971

"Mental adventure." Unusual game for Ideal. Game is inside slipcover.

\$20 - \$25



### IMPOSSIBLE GAME

Createk 1968

Bizarre strategy game.

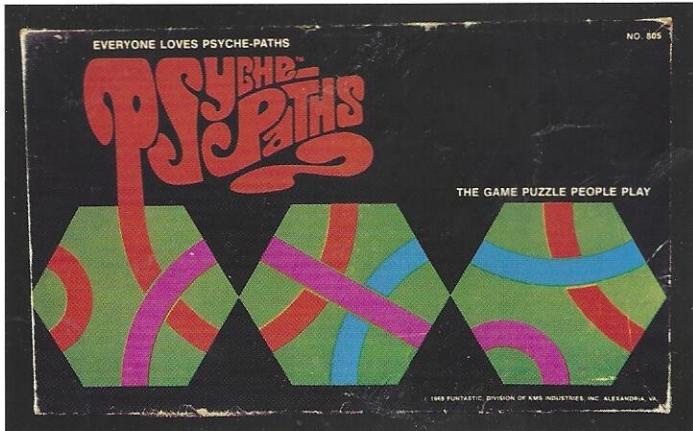
\$25 - \$35

### SCAM

Brown Bag Enterprises 1971

Obscure, poorly made drug game.  
From the collection of Bob Claster

\$20 - \$25

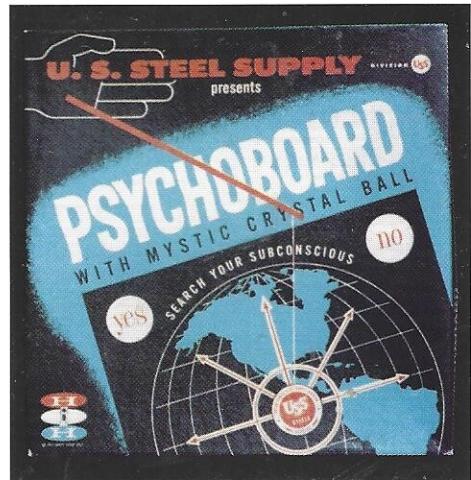


### PSYCHE-PATHS

Funtastic 1969

Puzzle game.

\$15 - \$20



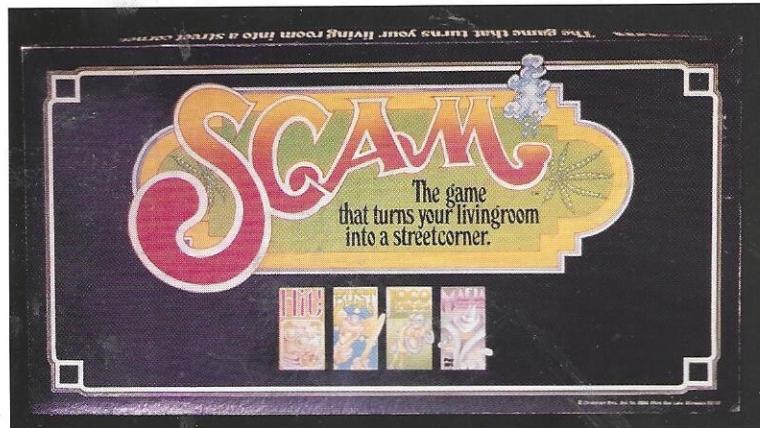
### PSYCHOBOARD

Happy Hour 1957

OUIJA-type game. For some reason, U.S. Steel Supply presented this game.

\$25 - \$30





### SCAM

Christenson Bros. 1978

Another cheesy drug game that, incredibly, is unrelated to the earlier version of the same name.

*From the collection of Bob Claster*

\$15 - \$20



### BEAT THE BUZZ

Kenner 1958

"It's fun to beat the buzz." If the metal wand touches the metal track, it buzzes.

\$15 - \$20



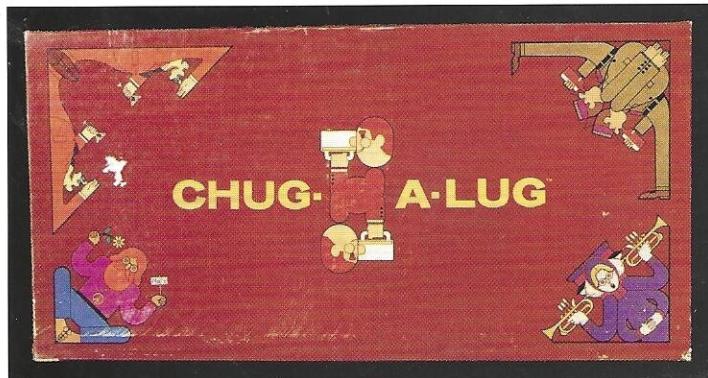
### DEALER McDOPING GAME

Last Gasp 1975

Rare game based on an underground comic-book character (from the Fabulous Freak Brothers).

Courtesy of Jeff Lowe's Extra GAMEza

\$50 - \$75

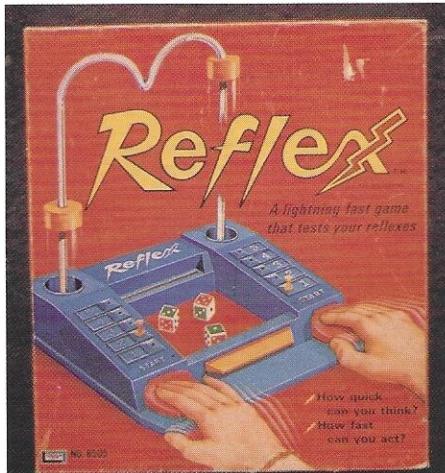


### CHUG-A-LUG

Marina Enterprises 1969

Yep, it's a "hilarious drinking game," with Alka-Seltzer "for the morning after."

\$20 - \$25

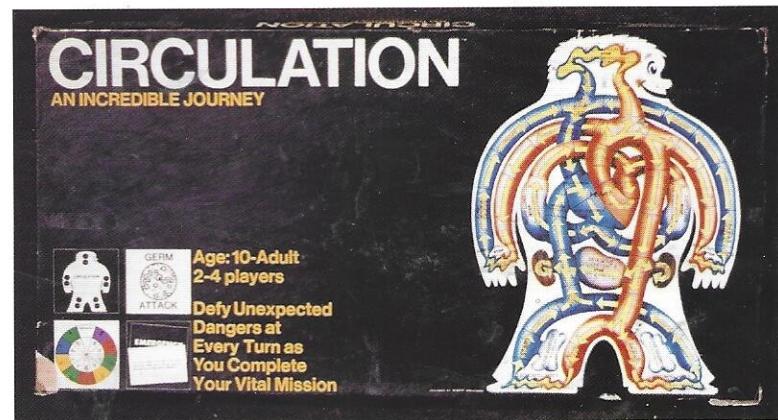


### REFLEX

Lakeside 1966

"How quick can you think? How fast can you act?"

\$20



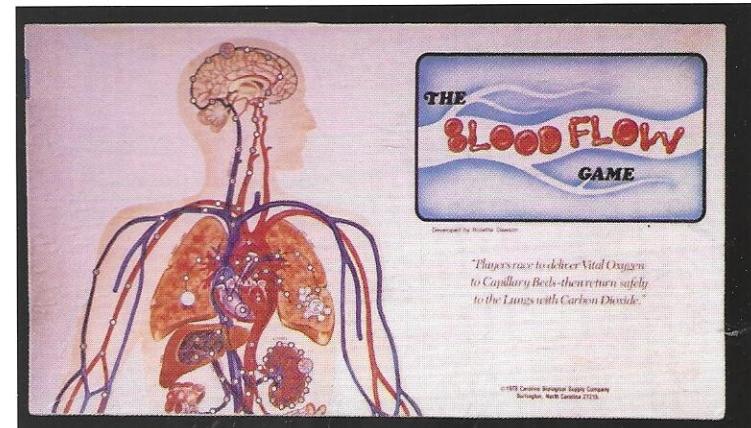
### CIRCULATION

Teaching Concepts 1974

Disgusting game takes you on an "incredible journey" through the human body. One of the few games with "Gaseous" and "Renal" waste cards.

*From the collection of Bob Claster*

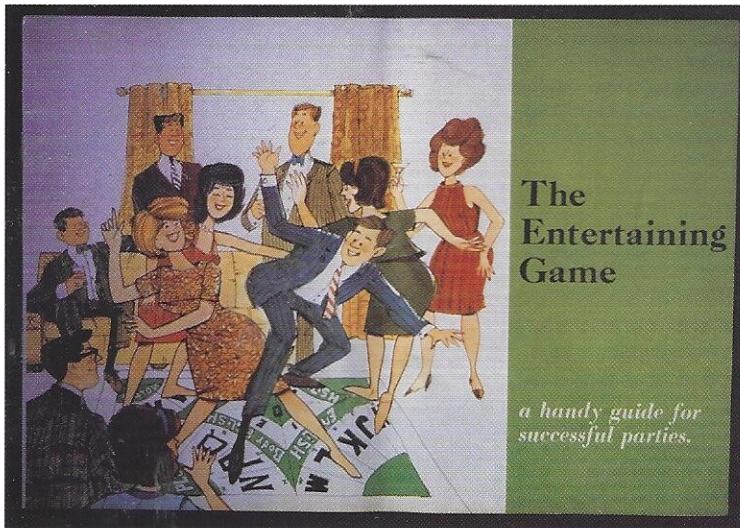
\$25 - \$35



### BLOOD FLOW

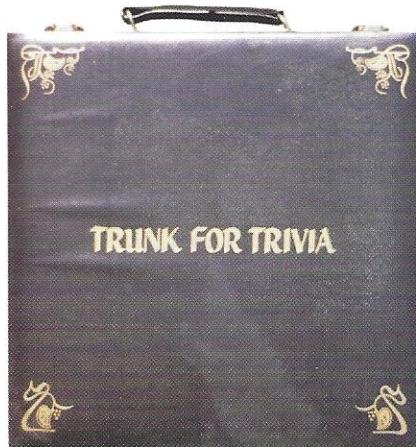
Carolina Biological Supply Co. 1978

Almost as disgusting as CIRCULATION, with cards that conserve the oxygen supply to the blood (Sleeping) or use it at an alarming rate (Your teacher wants to see you). \$20 - \$25



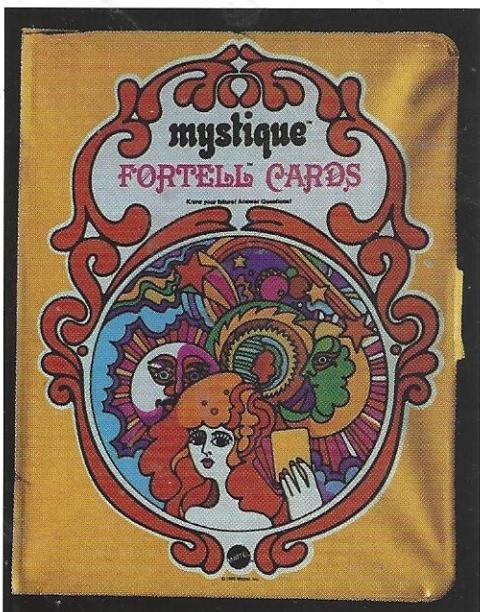
### The Entertaining Game

a handy guide for  
successful parties.



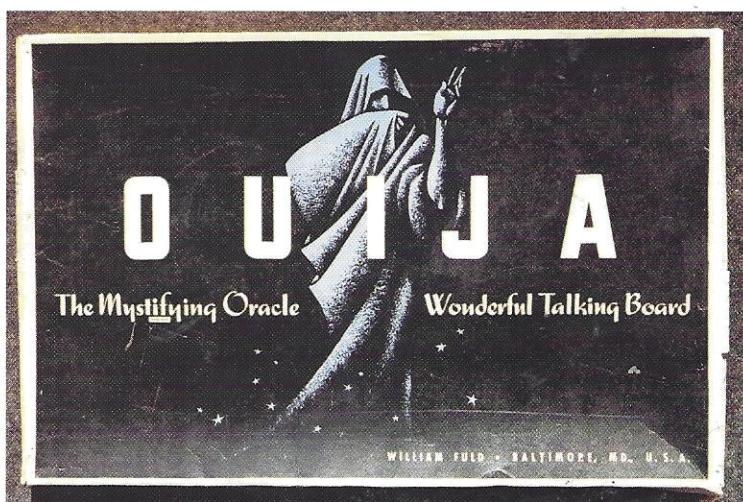
### TRUNK FOR TRIVIA

Unknown 1980s  
Trunk to carry your TRIVIAL PURSUIT game in.  
\$10



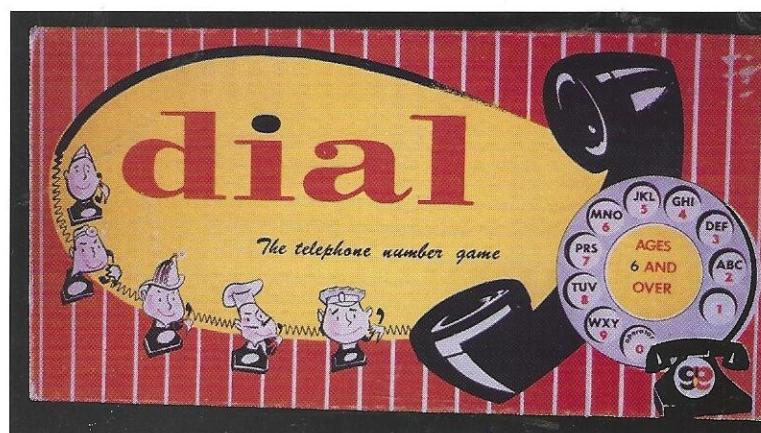
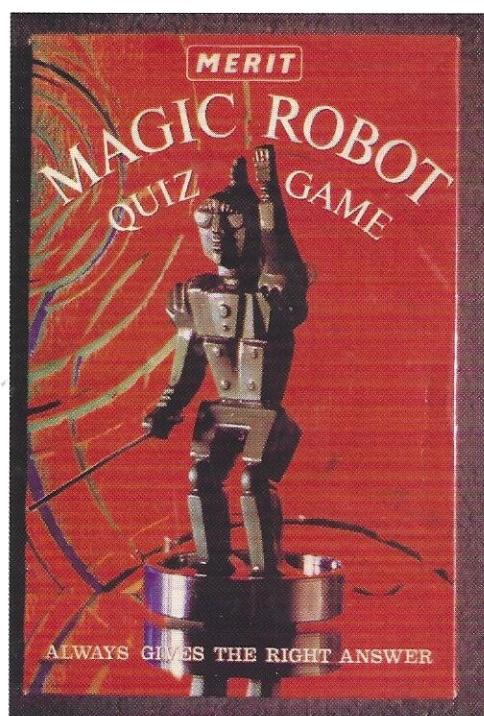
### MYSTIQUE FORTELL CARDS

Mattel 1969  
Fortune telling game, with vinyl case and real groovy graphics.  
\$20 - \$25



### OUIJA

William Fuld 1950s  
The original "Talking Board."  
\$25 - \$35

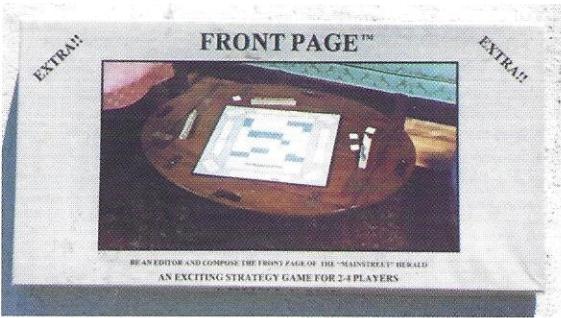


### DIAL

Gardner Games 1950s  
Rare game in which players gather up numbers to dial the telephone.  
\$30 - \$40

### MAGIC ROBOT QUIZ

Merit 1960s  
English game, with same technology as ASK THE VEDA. But this has a cool robot.  
\$35 - \$45



### FRONT PAGE

Gameophiles Unltd. 1974

Compose the front page of the "Mainstreet Herald."

Courtesy of Jeff Lowe's ExtravaGAMEza

\$40 - \$50

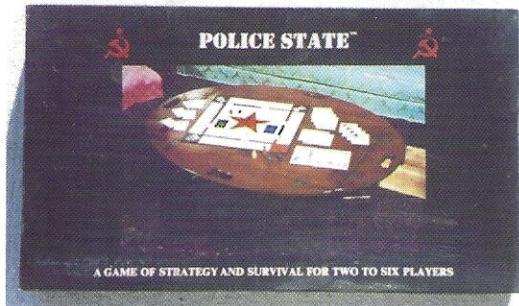


### ZAP!

Skor-Mor 1970s

Courtesy of Jeff Lowe's ExtravaGAMEza

\$15 - \$20



Left:

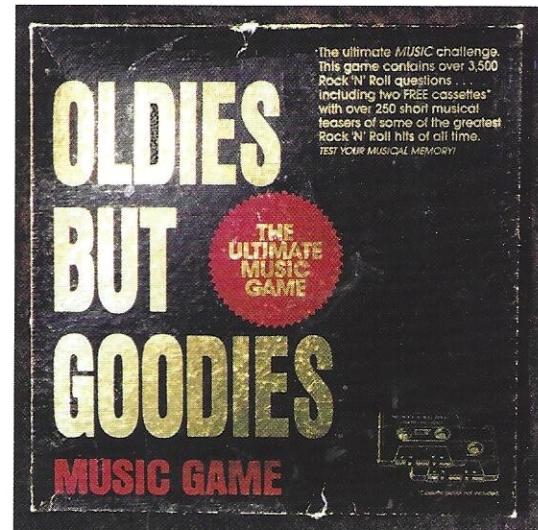
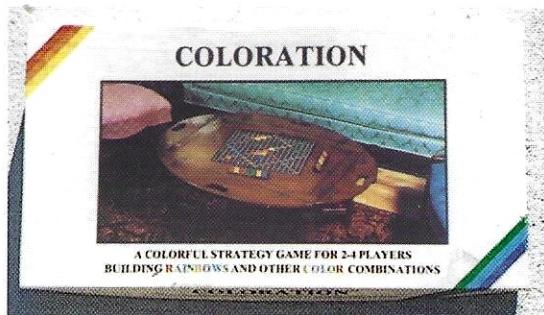
### POLICE STATE

Gameophiles Unltd. 1974

"Game of strategy and survival."

Courtesy of Jeff Lowe's ExtravaGAMEza

\$40 - \$50

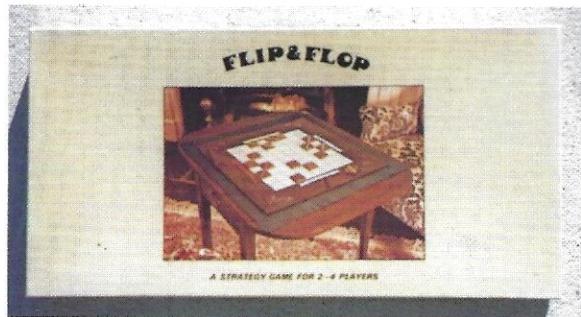


### OLDIES BUT GOODIES

Original Sound Records 1984

Music trivia game played on enclosed audio tapes. Might have been LP version too.

\$25 - \$35

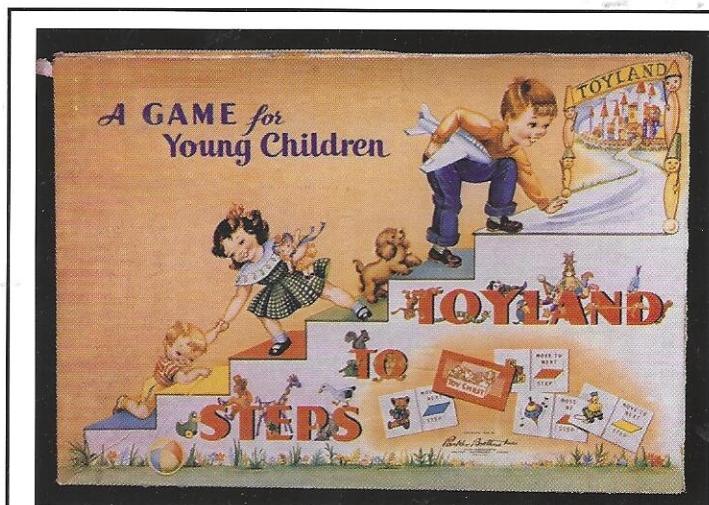


### FLIP & FLOP

Gameophiles Unltd. 1974

Courtesy of Jeff Lowe's ExtravaGAMEza

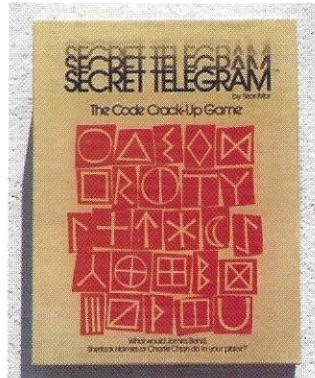
\$12 - \$15



### STEPS TO TOYLAND

Parker Brothers 1954

\$40 - \$55



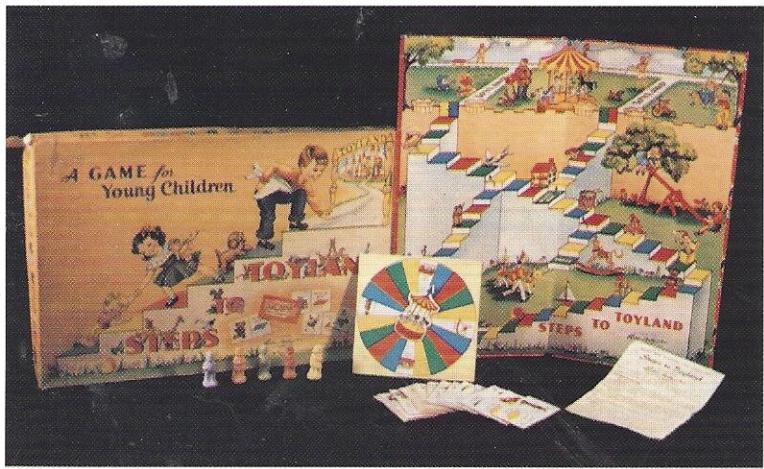
### SECRET TELEGRAM

Skor-Mor 1970s

Crack the code.

Courtesy of Jeff Lowe's ExtravaGAMEza

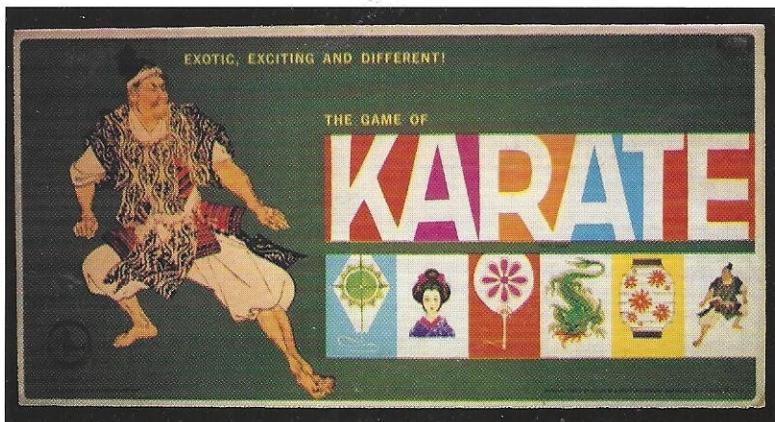
\$20 - \$25



### STEPS TO TOYLAND

Parker Brothers 1954

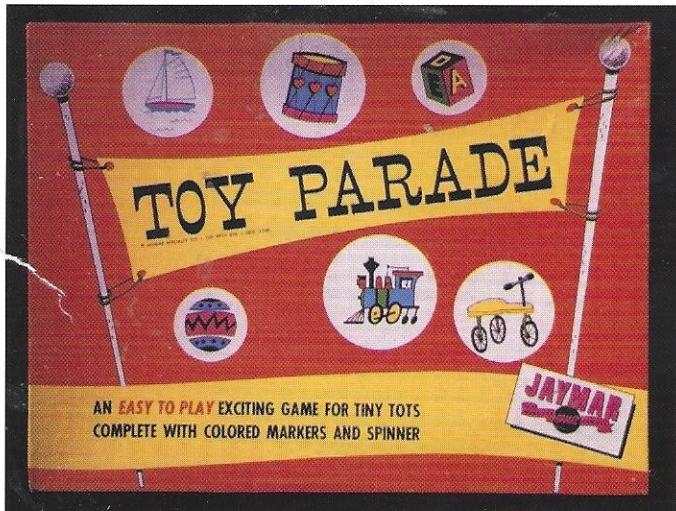
This unusually large game had children rewarded with toys as they moved up the steps toward Toyland. The board was beautifully illustrated, and the playing pieces were small kiddies made out of chalk.



### KARATE

Selchow & Righter 1964

Card game in which players "Karate" each other, unless they can save themselves with a "beetle" card. Scarce.  
\$25 - \$35

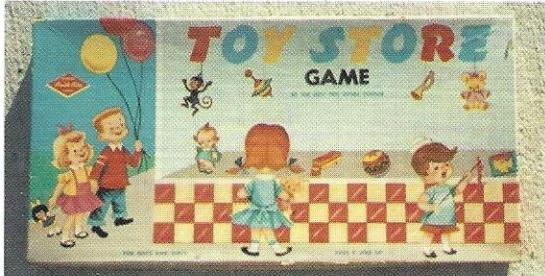


### TOY PARADE

Jaymar 1950s

If there was anything less in this box it would be empty.

\$10 - \$15



### TOY STORE

Built-Rite 1950s

Courtesy of Jeff Lowe's ExtravAGAMEza

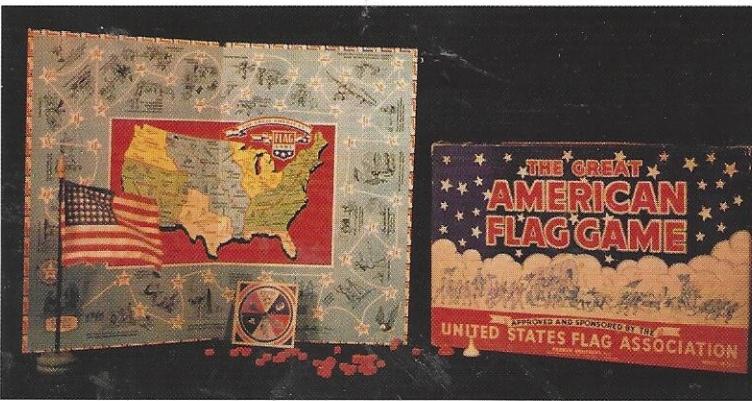
\$20 - \$25



### GREAT AMERICAN FLAG GAME

Parker Brothers 1940

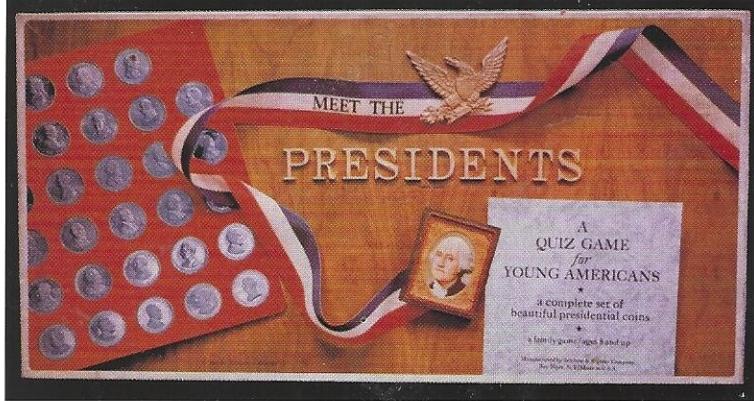
\$55 - \$75



### GREAT AMERICAN FLAG GAME

Parker Brothers 1940

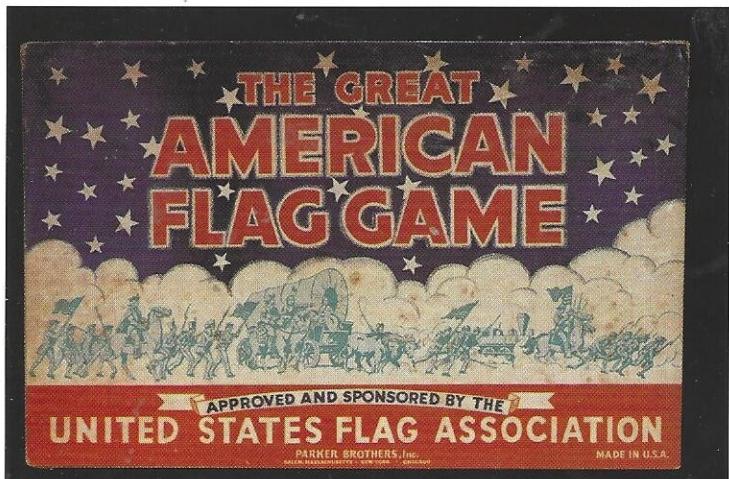
Super patriotic game which takes you through history and events involving the American flag. This version had one large forty-eight star cloth flag, while the later edition had six smaller (paper) flags. Unusual, scarce game.



### MEET THE PRESIDENTS

Selchow & Righter 1965

Quiz game with metal coin tokens. Later version (see first book).  
\$25 - \$30



### GREAT AMERICAN FLAG GAME

Parker Brothers 1943

This edition came with six tiny paper flags.  
\$40 - \$50

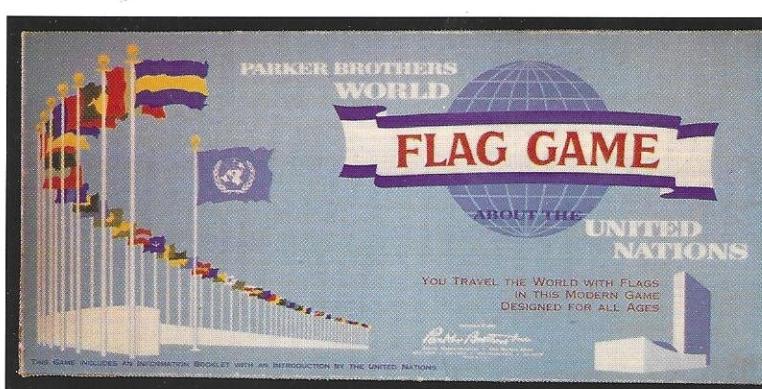


### PRESIDENTIAL CONVENTION

Games Research 1960

Obscure political game.

*From the collection of Bob Claster*  
\$40 - \$50



### WORLD FLAG GAME

Parker Brothers 1961

Large, elaborate game about the flags of the United Nations.  
\$40 - \$50



### BIG WIG

Explorations, Inc. 1973

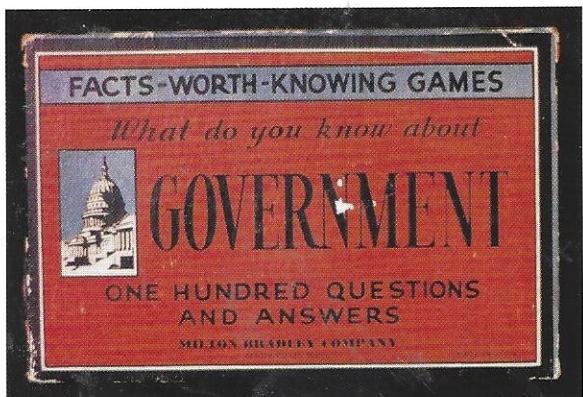
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$25 - \$35



### BOONDOGGLE

Selchow & Righter 1952

Rare political game with very unusual box and board.  
*From the collection of Bob Claster*  
\$50 - \$65



### GOVERNMENT

Milton Bradley 1939

Boring trivia game.

From the collection of Bob Claster

\$20 - \$30



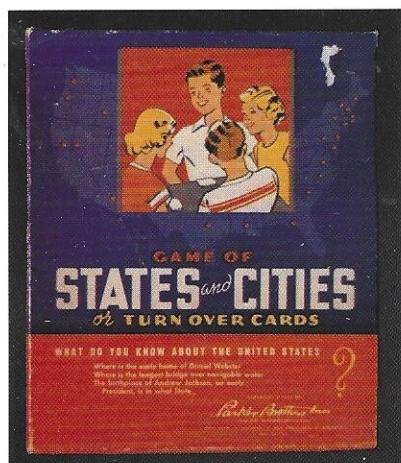
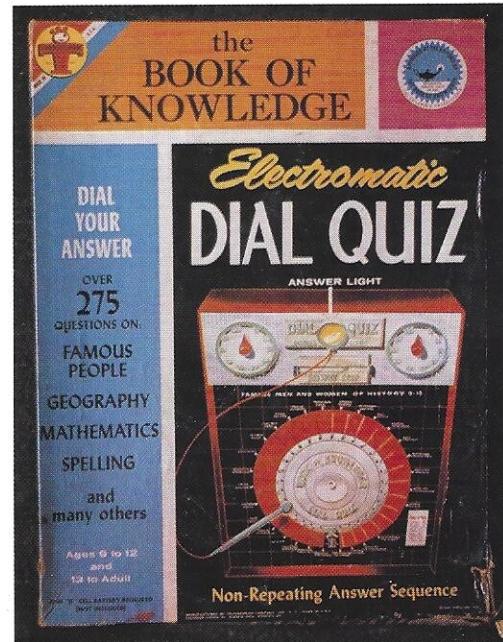
Right:

### ELECTROMATIC DIAL QUIZ

Transogram 1961

What does "electromatic" mean? Uses questions from "The Book of Knowledge" series of encyclopedia.

\$25 - \$35

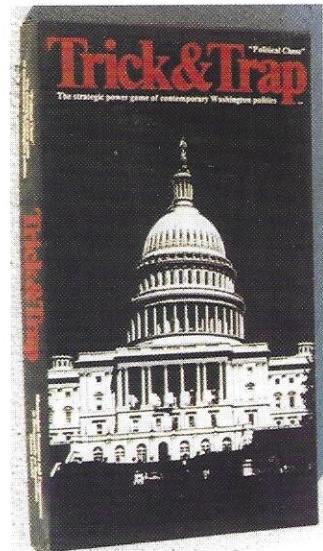


### STATES AND CITIES

Parker Brothers 1957

"Or Turn Over Cards." Another boring trivia game, this one about states rather than the government.

\$10 - \$15



### TRICK & TRAP

Eron International 1977

Rare Washington political power game. Courtesy of Jeff Lowe's ExtravAGAMEza

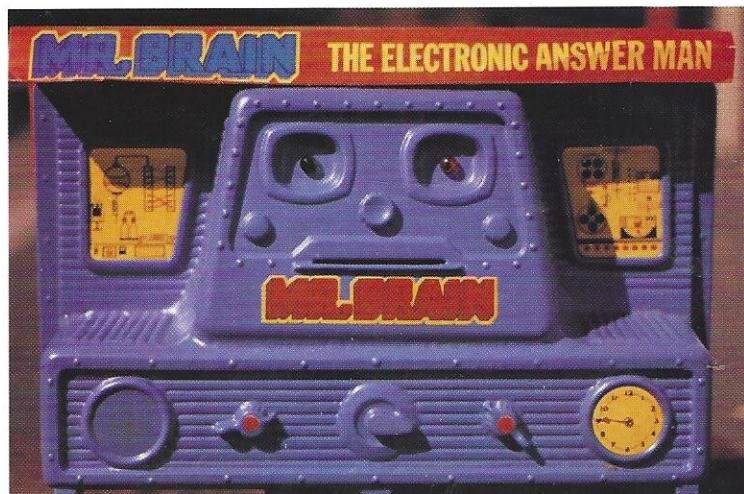
\$40 - \$50



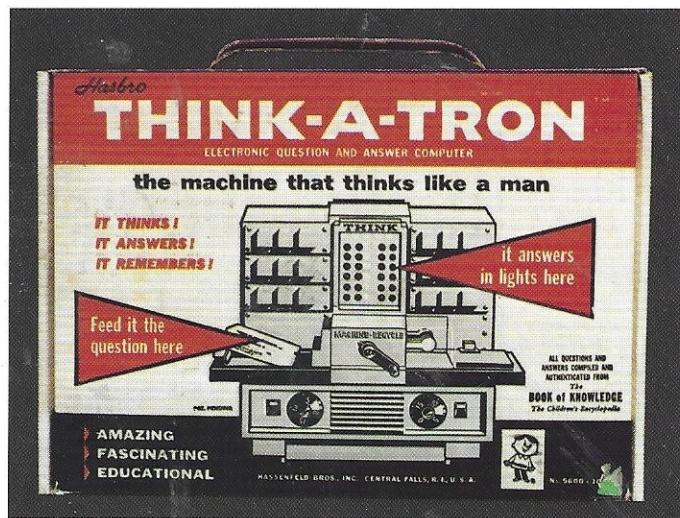
### MR. BRAIN

Jacmar 1959

"The electronic answer man." Deluxe, double-sized version. When answers were inserted into his mouth, colored lights in his eyes would light up. Neat. \$40 - \$50



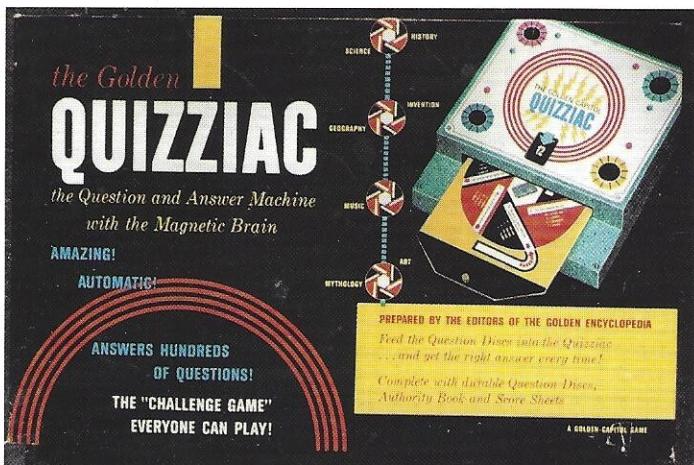
Inside of MR. BRAIN.



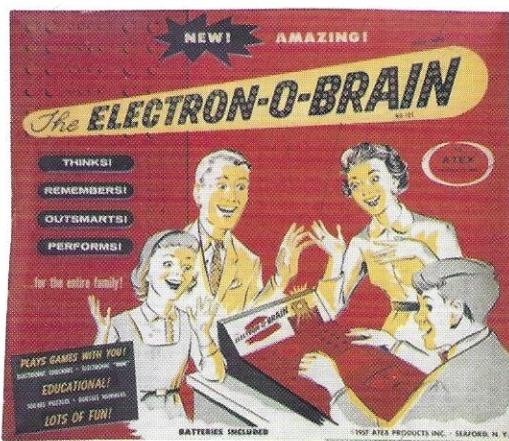
**THINK-A-TRON**  
Hasbro 1961  
\$75 - \$100



**THINK-A-TRON**  
Hasbro 1961  
"The machine that thinks like a man." Super cool electronic question and answer plastic computer; long before anything like this was on the market. You stuck in little IBM punch cards and, after a period of flashing lights and noise, the machine displays the answer in lights. All questions were compiled from The Book of Knowledge Encyclopedia. You can just see James T. Kirk talking it into destroying itself.

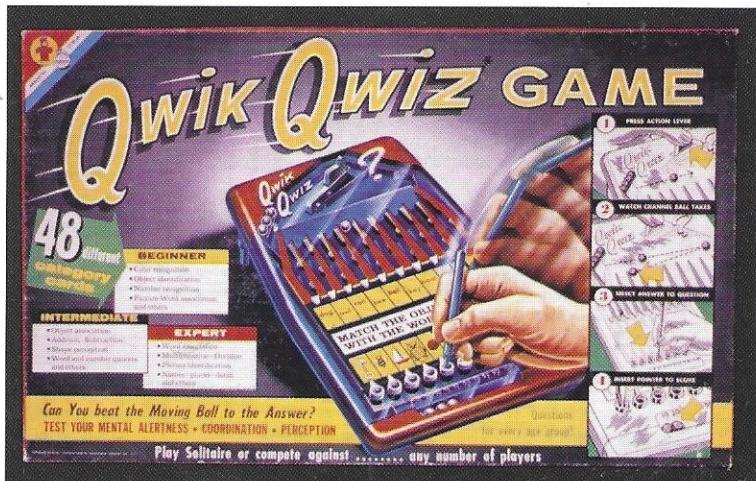


**QUIZZIAC**  
Golden Capitol 1960  
"The Question and Answer Machine with the Magnetic Brain."  
Small version of ASK THE VEDA. Questions by Golden.  
\$25 - \$35

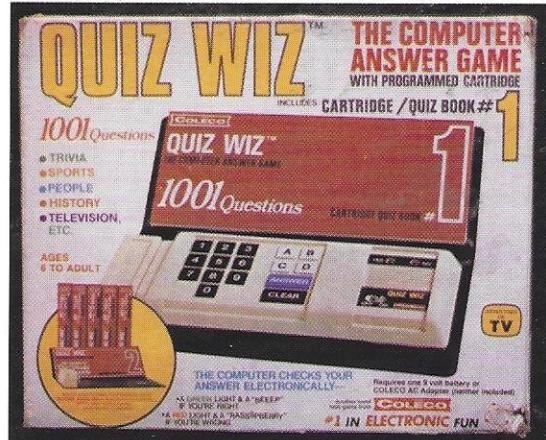


**Left:**  
**ELECTRON-O-BRAIN**  
Atex Products 1957  
Batteries were included with this game!  
Courtesy of Jeff Lowe's ExtraGAMEza  
\$25 - \$40

**Below:**  
**QWIK QWIZ**  
Transogram 1958  
If you can see which slot the ball is falling into, and you match the answer quickly and correctly, you score points.  
\$25 - \$35



**Right:**  
**QUIZ WIZ**  
Coleco 1978  
True "electronic" computer quiz game.  
\$20 - \$25

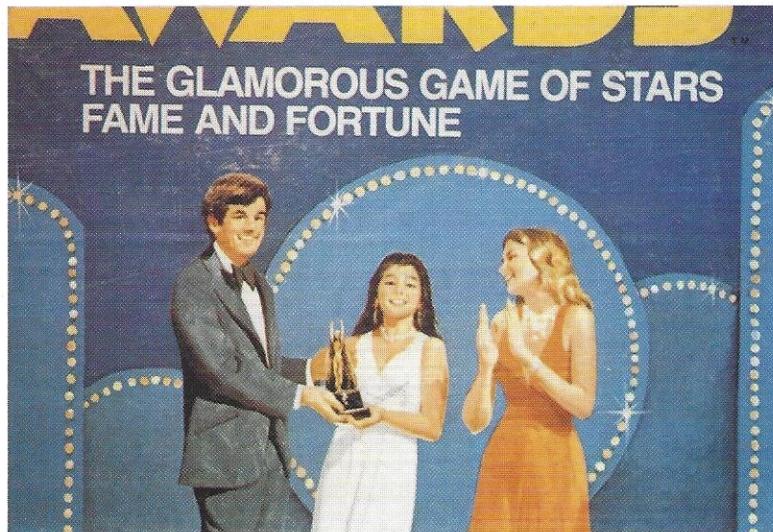


**Below:**  
**GUESS AGAIN**  
Milton Bradley 1967  
An electric Question and Answer quiz game.  
Courtesy of Rick Polizzi  
\$15 - \$25



## Chapter Five

### Entertainment Games



Right:  
**FIREBALL XL5**  
Milton Bradley 1964  
\$125 - \$150

People want to be entertained, and industries have tried to provide amusements through the media of print, radio, movies and television. Board games have frequently tried to translate that mass media experience in a way that enables people to relive their favorite moments from entertainment in the comfort of their homes. While some games have been successful in this endeavor, like Harett-Gilmar's TREASURE ISLAND, with its elaborate magnetic devices, metal sailing ship and cool compasses, more often they have failed—the game being nothing more than a marketing device to exploit a current fad. Parker Brother's lame BONANZA board game falls into this category. The box cover shows the Cartwright family seated around a table playing cards with an obviously pasted on picture of the game in the center. The game was nothing more than plain old Michigan Rummy, with no reference to the show other than the phony cover.

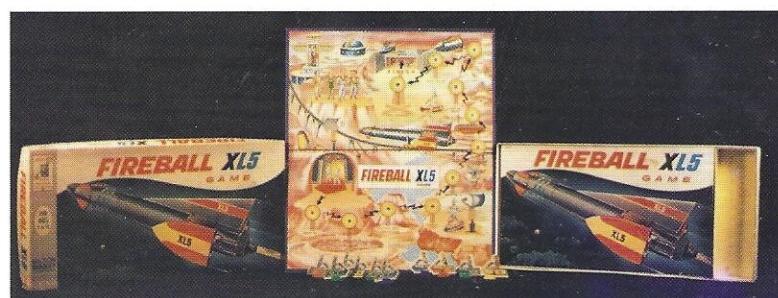
Here then, good and bad, are the games inspired by films, books, television, toys, cartoons, comic books, comic strip characters, events, personalities, video games and even candy.

Prepare to be entertained!

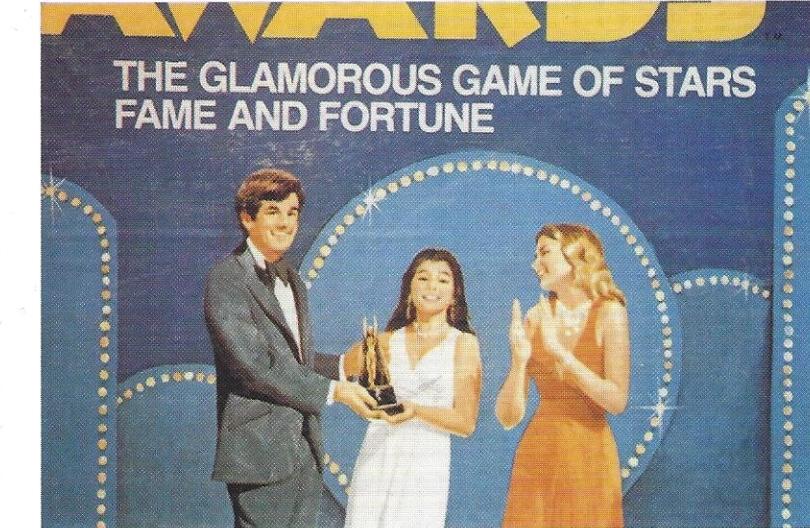


**FIREBALL XL5**  
Milton Bradley 1964

Another entry from British puppeteer Gerry Anderson, this TV show followed the exploits of Steve Zodiac and his crew as they zoomed around space in their spaceship Fireball XL5. This TV show appeared after the series SUPERCAR, but before STINGRAY and THUNDERBIRDS—all popular "Super Marionette" adventures. In this game, Steve Zodiac, Venus, Professor, and Zero control two robot pieces each. The object is for each player to get his robots through the treacherous training course and into the "Robot Garage." Great graphics.



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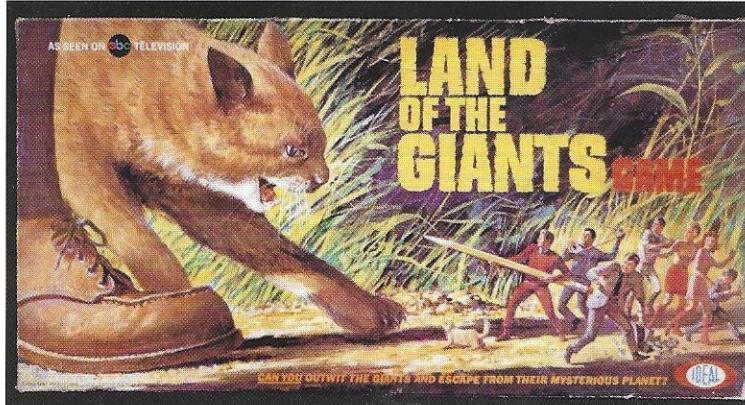
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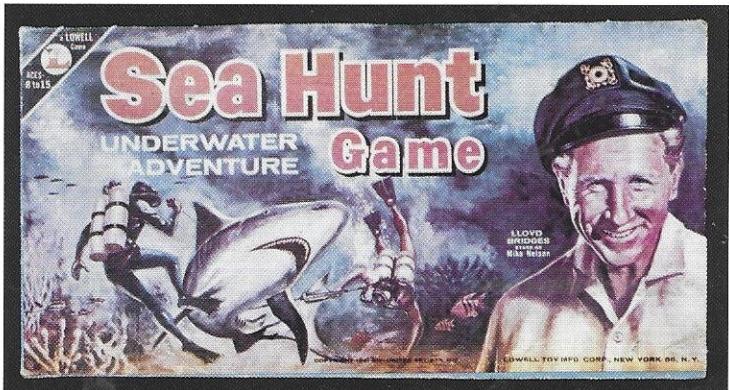
**STINGRAY**  
Transogram 1966  
\$250 - \$300



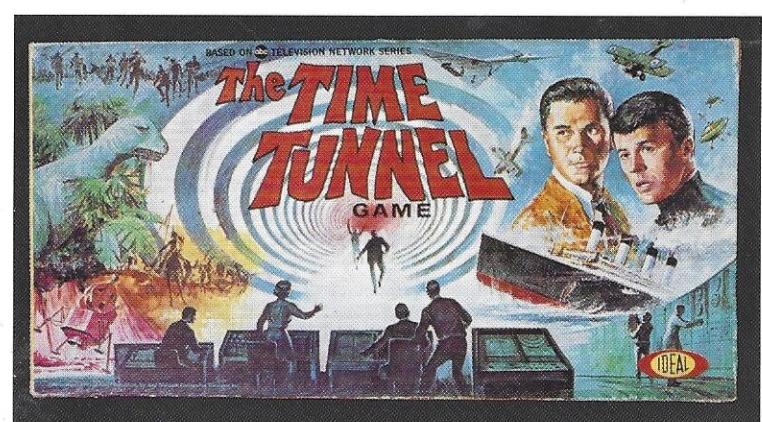
**LAND OF THE GIANTS**  
Ideal 1968  
Based on the ABC TV show. Players had to collect items to repair their spaceship and avoid being captured by "Giants."  
\$125 - \$150



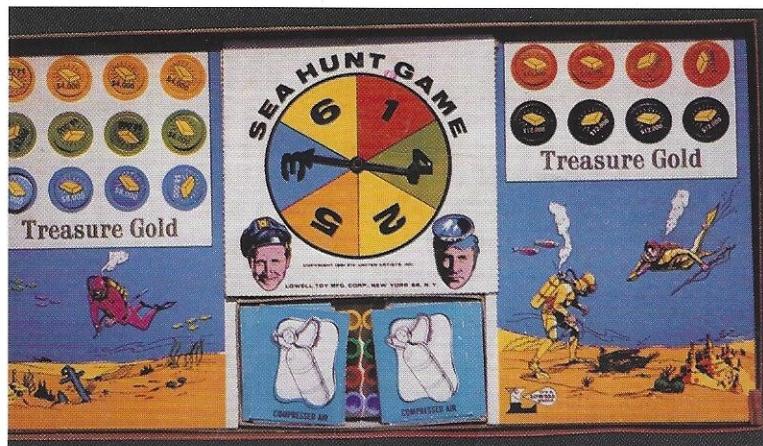
**STINGRAY**  
Transogram 1966  
Based on the Saturday morning TV series using the "Super Marionation" process pioneered by Britain's Gerry Anderson. Basically a bunch of cool looking puppets, led by cool lead puppet Troy Tempest. Using the futuristic submarine STINGRAY, they would fight the evil Aquaphibians. In the game, the object was to reach the underwater city. A transparent maze device that attached to the board kept players shifting back and forth. One of the best looking game covers of the 1960s.



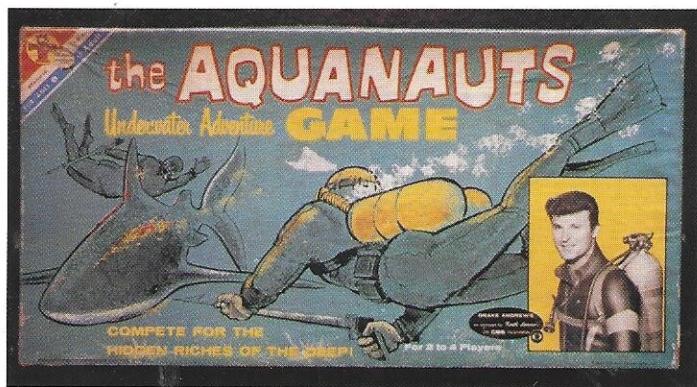
**SEA HUNT**  
Lowell 1961  
Based on the TV series starring Lloyd Bridges. Underwater treasure hunt.  
\$75 - \$100



**TIME TUNNEL**  
Ideal 1966  
Based on the ABC TV series starring James Darren. Players had to go back in time in this cool game.  
\$150 - \$175



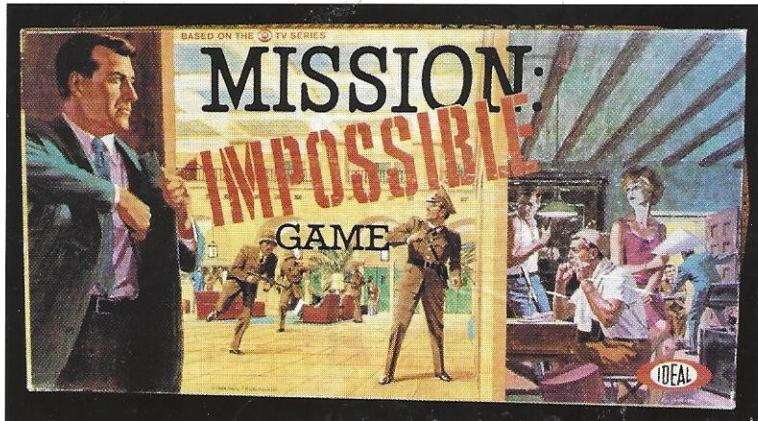
Inside of SEA HUNT.



### AQUANAUTS

Transogram 1961

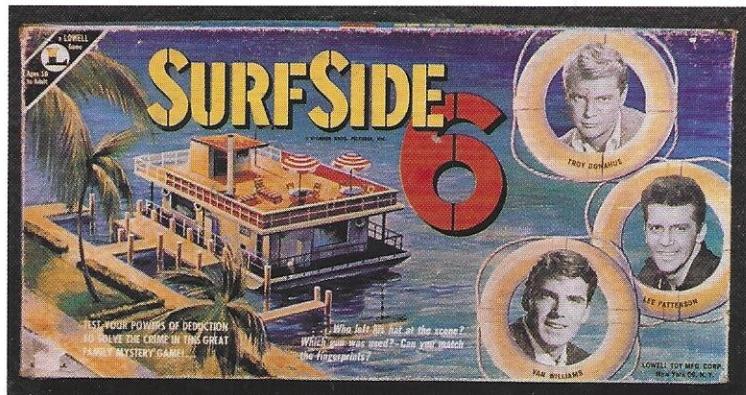
Based on the CBS TV series starring Keith Larsen. Underwater treasure hunt.  
\$60 - \$85



### MISSION IMPOSSIBLE

Ideal 1966

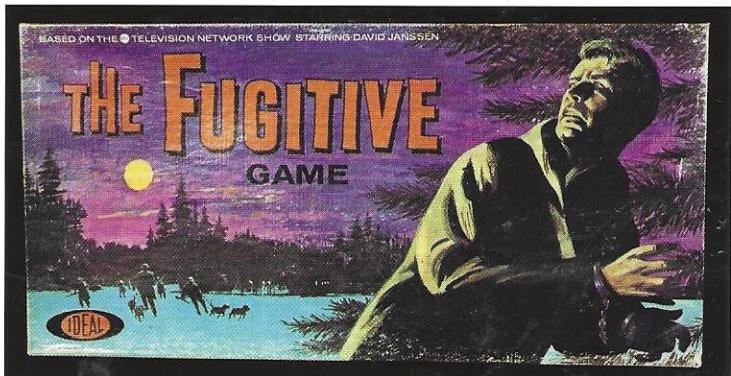
Based on the CBS TV series starring Peter Graves as Jim Phelps. The impossible mission is finding this game, as it is quite uncommon.  
\$125 - \$150



### SURFSIDE 60

Lowell 1962

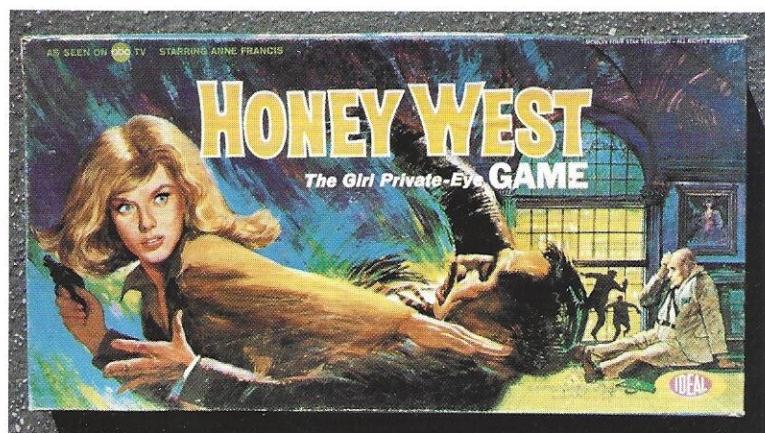
Based on the TV show starring Troy Donahue. Came with a magnifying glass to help you match fingerprints and solve crimes.  
\$55 - \$75



### THE FUGITIVE

Ideal 1964

Based on the ABC TV series starring David Janssen looking for the One-Armed Man. There is a rarer version of this game that has a small black and white photo of Janssen on the cover.  
\$150 - \$175. Rarer version with Janssen photo: \$225 - \$250



### HONEY WEST

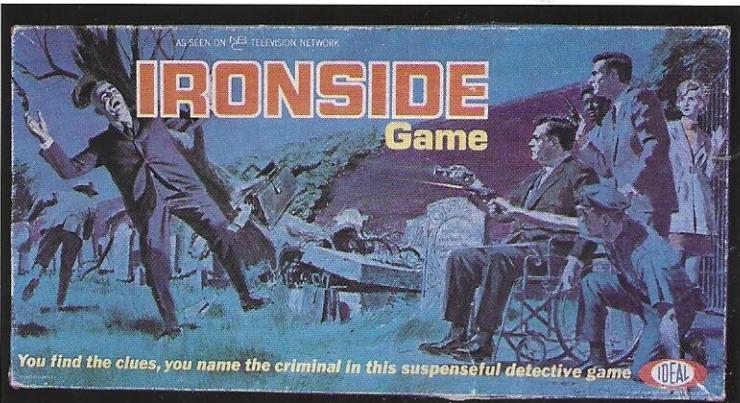
Ideal 1965

"The Girl Private-Eye." Based on the ABC TV series starring Anne Francis. Sort of a female MAN FROM UNCLE.  
\$100 - \$150

### IRONSIDE

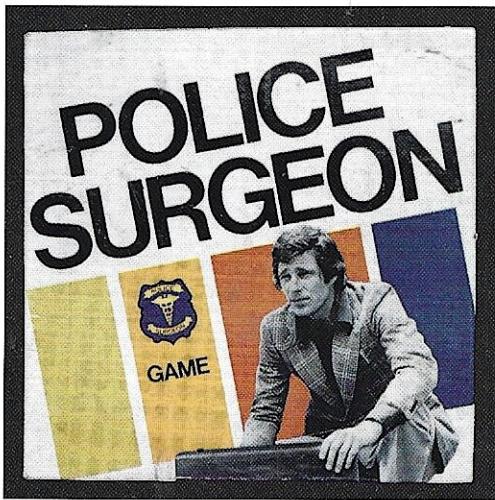
Ideal 1967

Based on the NBC TV series starring Raymond Burr. Playing pieces are from Ideal's JAMES BOND MESSAGE FROM "M" GAME (see first book). It appears that everyone on the cover is using Ironside as a shield. Rare game.  
\$125 - \$150



You find the clues, you name the criminal in this suspenseful detective game

IDEAL



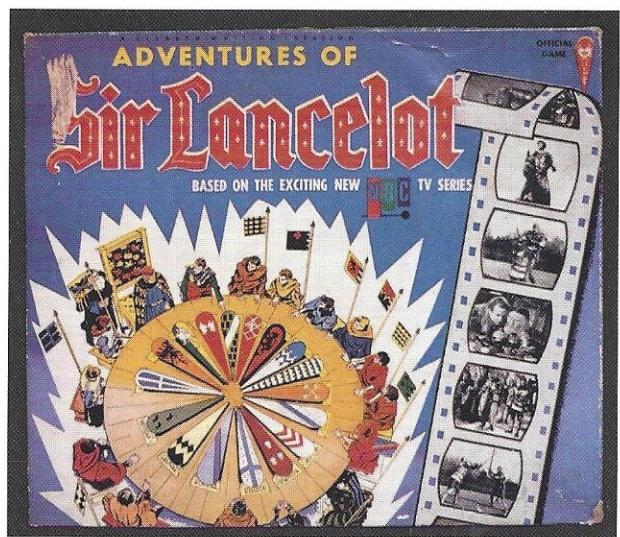
### POLICE SURGEON

American Publishing 1972

VERY obscure game based on the series starring Sam Groom (did it ever air?). This game was only available through mail order and is very rare for a variety of reasons.

\$50 - \$75

Right:  
**ADVENTURES OF SIR LANCELOT**  
Lisbeth-Whiting 1957  
Based on the NBC TV series about Knights around the round table.  
Comes complete with Alligator Trap and Dragon Pit.  
\$75 - \$100



### ADVENTURES OF LASSIE

Lisbeth-Whiting 1955

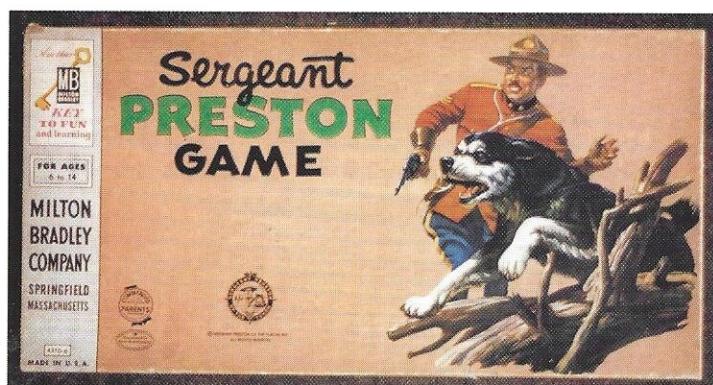
Hard to find game based on the CBS TV series. The game included four rubber "squeakers" which are almost always deteriorated. Beautiful box cover.  
\$55 - \$75



### RAMAR OF THE JUNGLE

Dexter Wayne 1953

Cool game based on the TV show starring Jon Hall. Included a "Safari Scout" membership card.  
\$75 - \$100



### SERGEANT PRESTON

Milton Bradley 1956

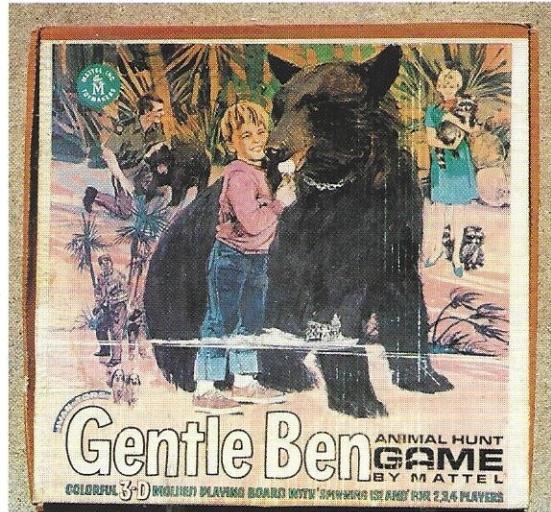
Based on the CBS TV series starring Richard Simmons (no, not that Richard Simmons) and his dog King. Players advanced around the board trying to "always get their man." Common game.  
\$25 - \$50



### BIG TOWN

Lowell 1955

"News Reporting & Printing Game." Based on the TV series starring Mark Stevens. Players could actually print their own headlines on newspaper. Rare game.  
Courtesy of Rick Polizzi  
\$75 - \$100



### GENTLE BEN ANIMAL HUNT

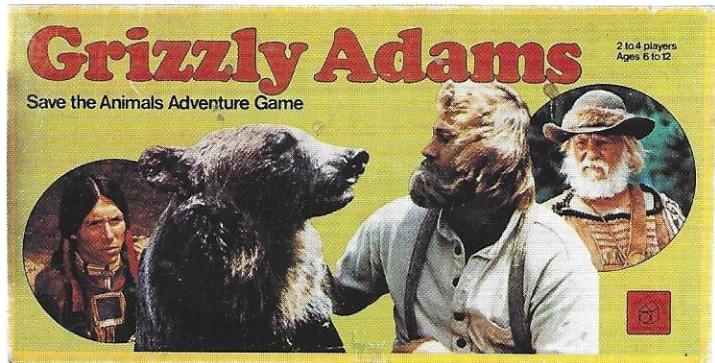
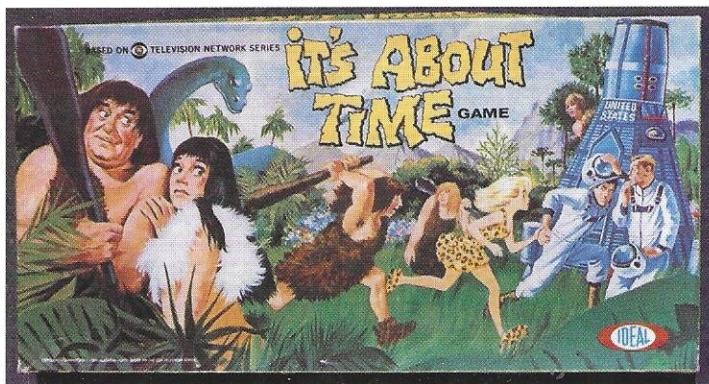
Mattel 1967

Based on the TV series about a Boy and his Bear. This was one of a series of large "3-D" board games by Mattel that included BARBIE WORLD OF FASHION, DOCTOR DOLITTLE, and MAJOR MATT MASON SPACE EXPLORATION GAME.

Courtesy of Rick Polizzi

\$50 - \$75

**Right:  
IT'S ABOUT TIME  
Ideal 1965**  
Very rare game based on the CBS TV series about astronauts trapped in the Stone Age. Same game as Ideal's KING ZOR (see first book).  
\$200 - \$250

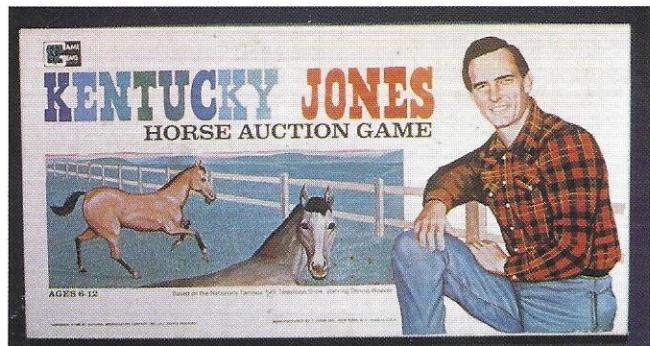


### GRIZZLY ADAMS

House of Games 1978

"Save the Animals Adventure Game." Based on the TV show about a Mountain Man.

\$15 - \$20



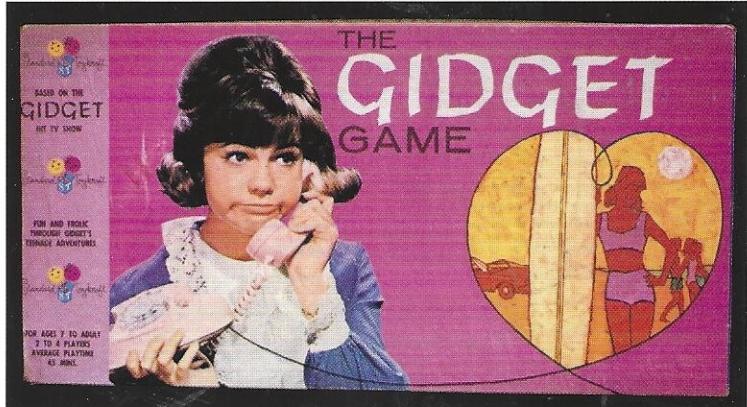
### KENTUCKY JONES HORSE AUCTION GAME

Game Gems 1965

Based on the NBC TV series starring Dennis Weaver. This is the short-lived show for which he left GUNSMOKE. One of the very few games made by this company, all of them rare.

Courtesy of Rick Polizzi

\$55 - \$75

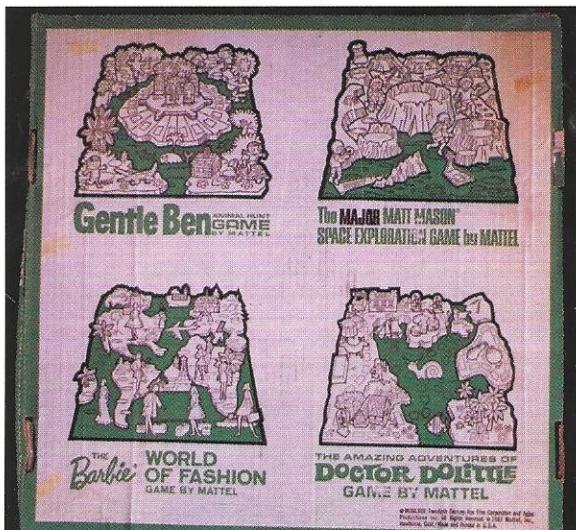


### GIDGET

Standard Toykraft 1965

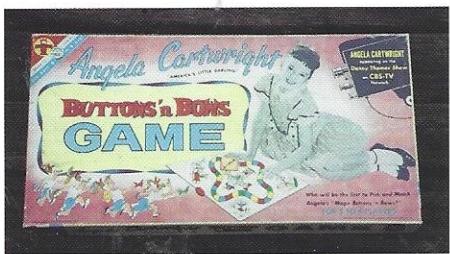
Based on the TV series starring Sally Field as the "Girl-Midget." Players had to match up tiles to form a complete person. GIDGET FORTUNE TELLER GAME also exists (see first book).

\$75 - \$100



**Below:  
FAMILY AFFAIR  
Whitman 1971**  
Based on the CBS TV show starring Brian Keith. Insubstantial game in which players vie to be the first to find "Mrs. Beasley."  
\$40 - \$50





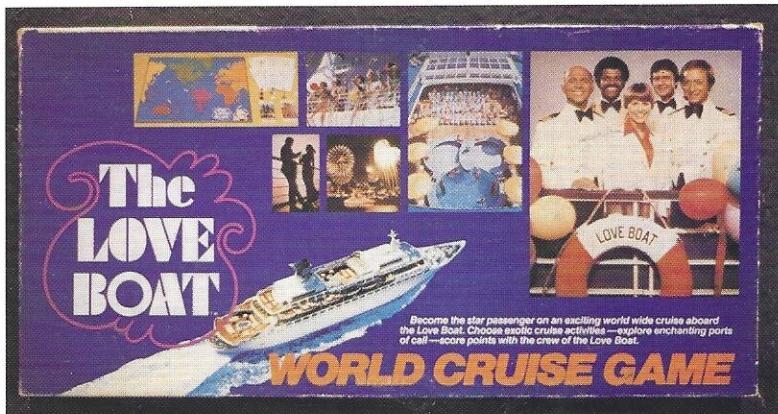
### ANGELA CARTWRIGHT BUTTONS 'N BOWS

Transogram 1960

Based on "America's little darling" appearing on CBS TV's *Danny Thomas Show*. She is probably better known as Penny from *LOST IN SPACE*. "Who will be first to pick and match Angela's 'Magic Buttons 'n Bows'?" Rare game.

*From the collection of Michael Quinn*

\$75 - \$100



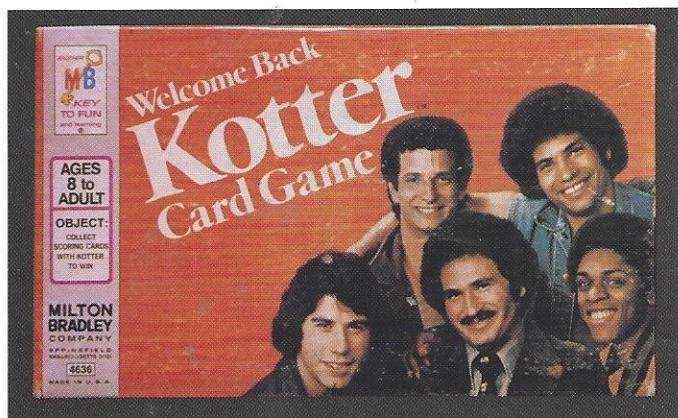
### LOVE BOAT

Ungame 1980s

"World Cruise Game." Based on the popular inane TV series.

"Score points with the crew of the Love Boat."

\$15 - \$20

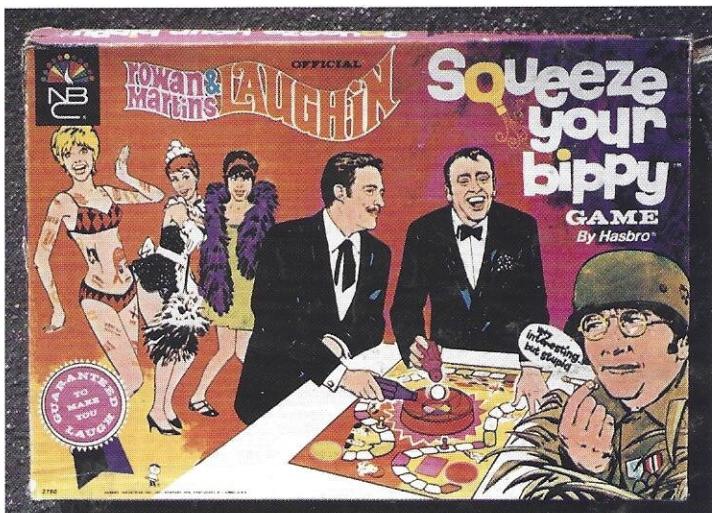


### WELCOME BACK KOTTER CARD GAME

Milton Bradley 1976

Based on the "Up your nose with a rubber hose" TV series. There was also a game by Ideal (see first book).

\$15 - \$20

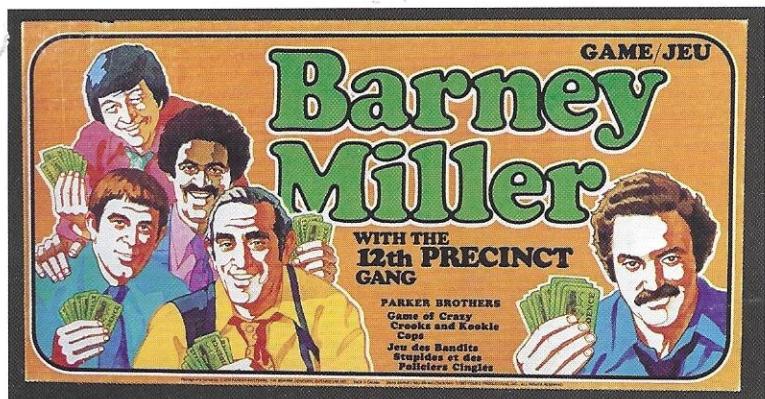


### ROWAN & MARTIN'S OFFICIAL LAUGH-IN SQUEEZE YOUR BIPPY GAME

Hasbro 1968

Based on the popular TV show. Game had players performing stunts and "squeezing their bippys," a plastic toy bottle with squeaker, in the hopes of blowing a ball from one opponents color to another.

\$40 - \$50



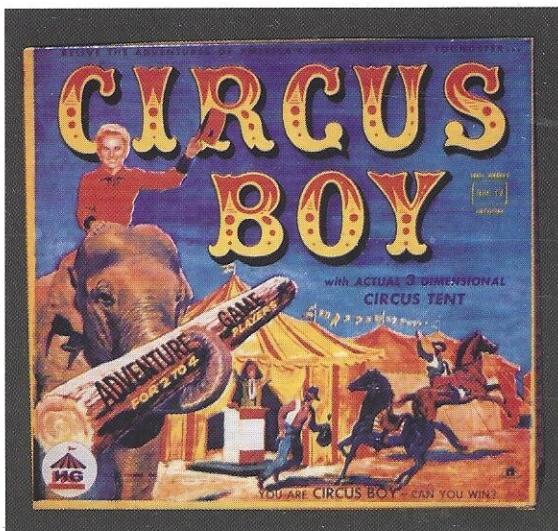
### BARNEY MILLER

Parker Brothers 1977

Canadian version. Based on the TV series starring Hal Linden (see first book). I don't know French but it looks like "crazy" translates as "stupid."

Courtesy of R. Cautela

\$25 - \$35

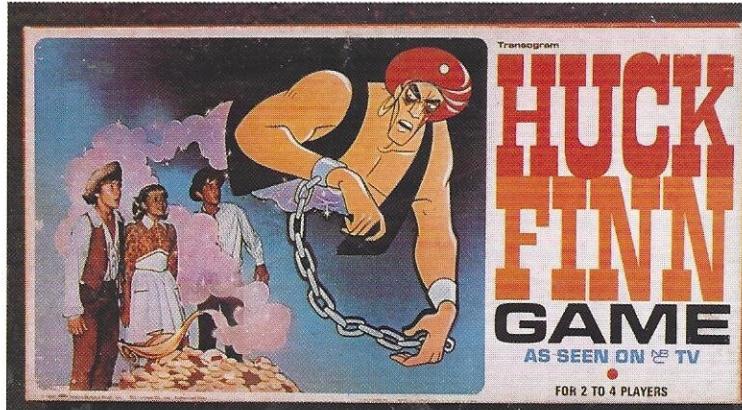


### CIRCUS BOY

Harett-Gilmar 1956

Based on the NBC TV series starring Micky Dolenz (of THE MONKEES) about a boy in the circus.

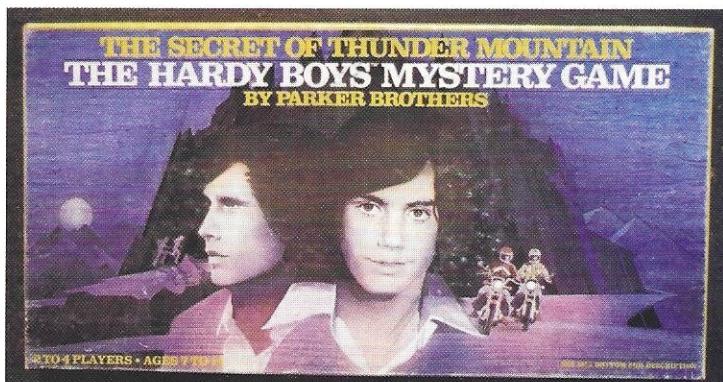
\$55 - \$75



### HUCK FINN

Transogram 1969

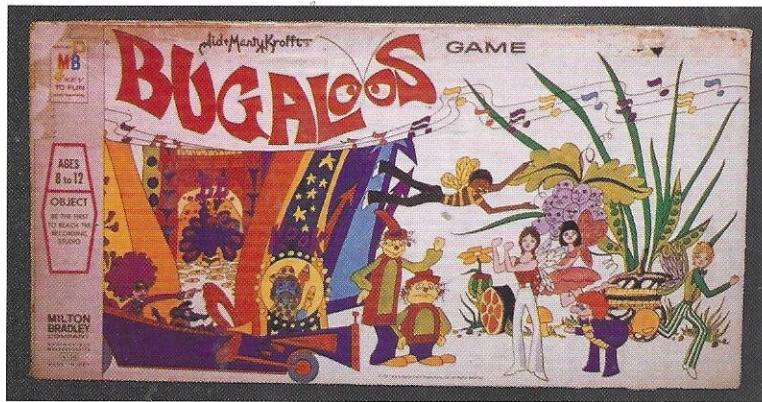
Based on the NBC TV show that mixed live action with animation. Scarce game.  
\$35 - \$45



### HARDY BOYS MYSTERY GAME

Parker Brothers 1978

"Secret of Thunder Mountain." Based on the ABC TV series starring Parker Stevenson and Shaun Cassidy, from the popular book series. There was an animated series too (see first book).  
\$15 - \$25



### BUGALOOS

Milton Bradley 1971

Based on the Sid & Marty Krofft TV series. Highly sought after by music collectors.  
\$35 - \$45



### MIGHTY MORPHIN POWER RANGERS

Milton Bradley 1993

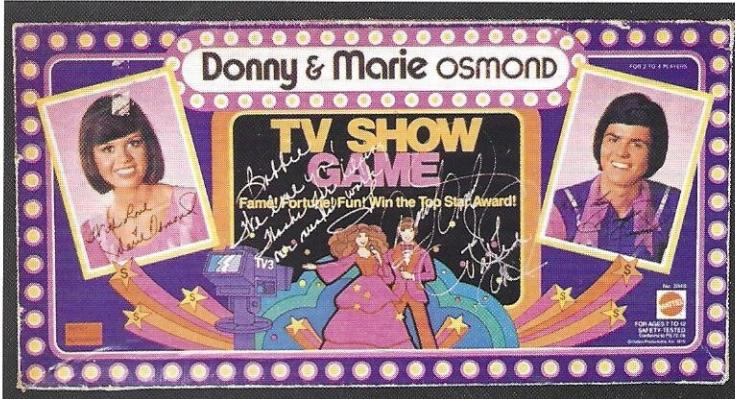
Based on the horribly popular toys and TV program. Possible future collectible.  
\$10 - \$15



### WONDERBUG

Ideal 1977

Another Sid & Marty Krofft TV show about a Dune Buggy "Schlep" who turns into "Wonderbug." Players had to put together puzzle pieces of the bug.  
\$25 - \$35



### DONNY & MARIE OSMOND TV SHOW

Mattel 1976

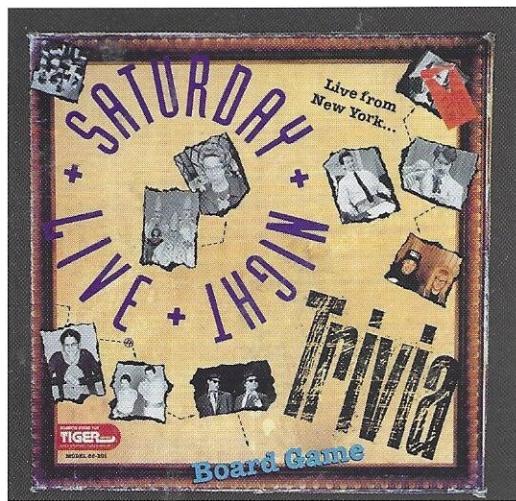
Based on TV variety show starring the cheerful duo.  
From the collection of Bob Claster  
\$30 - \$40



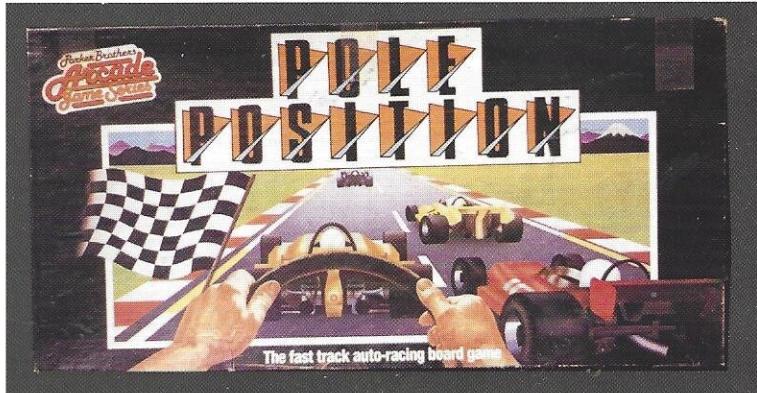
### THAT'S INCREDIBLE!

MPH 1970s

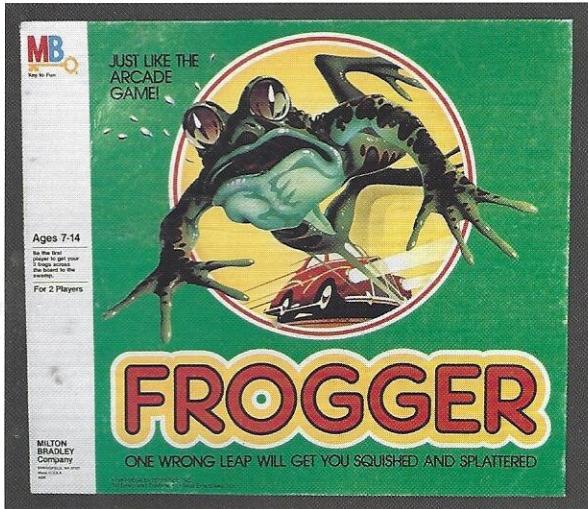
Small, obscure game based on the TV series.  
\$15 - \$25



Left:  
**SATURDAY NIGHT LIVE TRIVIA GAME**  
Tiger 1993  
Trivial Pursuit-style  
based on the popular  
TV series.  
\$25 - \$30



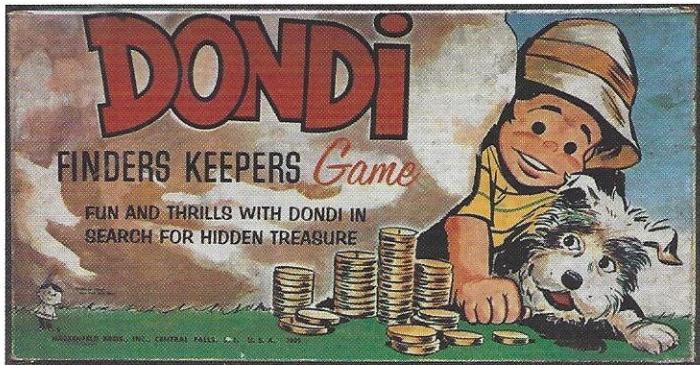
**POLE POSITION**  
Parker Brothers 1983  
Based on the arcade racing game.  
*From the collection of Bob Claster*  
\$10 - \$15



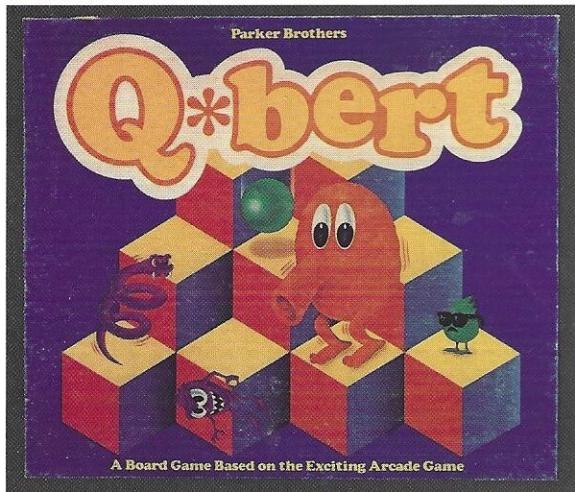
**FROGGER**  
Milton Bradley 1981  
Based on the disgusting video arcade  
game about a frog trying to cross traffic.  
\$15 - \$25



**DONDI PRAIRIE RACE**  
Hasbro 1960  
Based on the comic strip character. Three games were made, including  
DONDI POTATO RACE, and DONDI FINDERS KEEPERS.  
*Courtesy of Rick Polizzi*  
\$30 - \$40



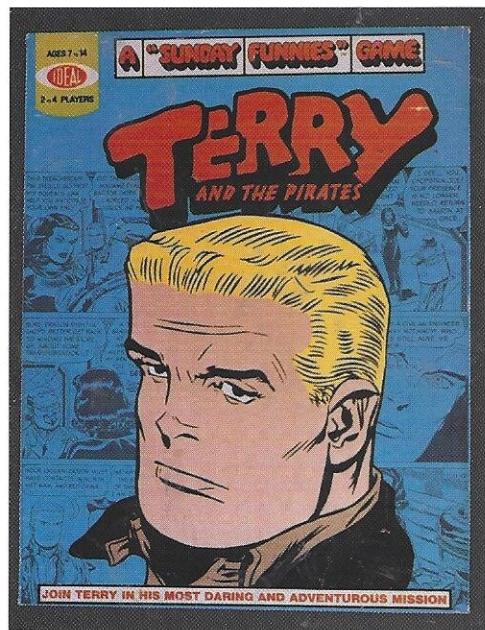
**DONDI FINDERS KEEPERS**  
Hasbro 1960  
Based on the comic strip character. Came with plastic rocks.  
\$40 - \$50



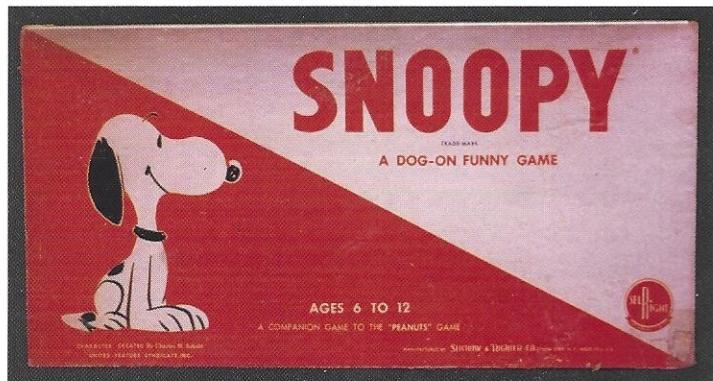
**Q\*BERT**  
Parker Brothers 1983  
Based on the arcade game.  
\$15 - \$20



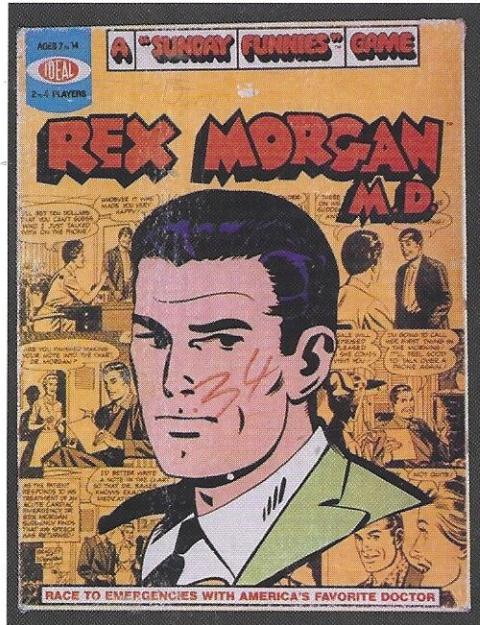
**POPEYE'S 3 GAME SET**  
Built-Rite 1956  
Slight three-in-one game based on  
the popular cartoon character.  
\$30 - \$40



**Left:  
TERRY AND THE  
PIRATES**  
Ideal 1972  
Based on the comic strip.  
One of Ideal's "Sunday Funnies" games, which included REX MORGAN M.D., BLONDIE, and MARY WORTH.  
\$30 - \$45



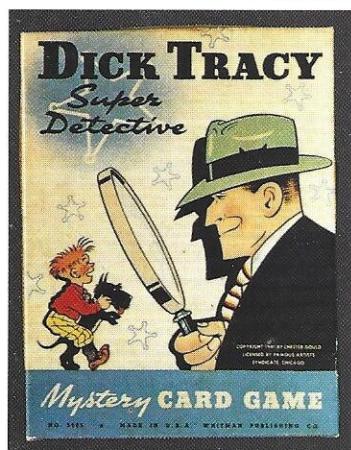
**SNOOPY**  
Selchow & Righter 1960  
"A Dog-On Funny Game." Based on the popular comic-strip character, companion game to PEANUTS (see first book).  
\$50 - \$75



**REX MORGAN M.D.**  
Ideal 1972  
Based on the comic strip.  
\$30 - \$40



**LITTLE ORPHAN ANNIE PURSUIT GAME**  
Selchow & Righter 1960  
Obscure track game based on the comic strip character.  
\$20 - \$25



**DICK TRACY SUPER DETECTIVE  
MYSTERY CARD GAME**  
Whitman 1941  
Card game based on the comic strip character.  
\$20 - \$30



**BLONDIE**  
Parker Brothers 1969  
Based on the comic-strip characters (see first book).  
\$25 - \$35

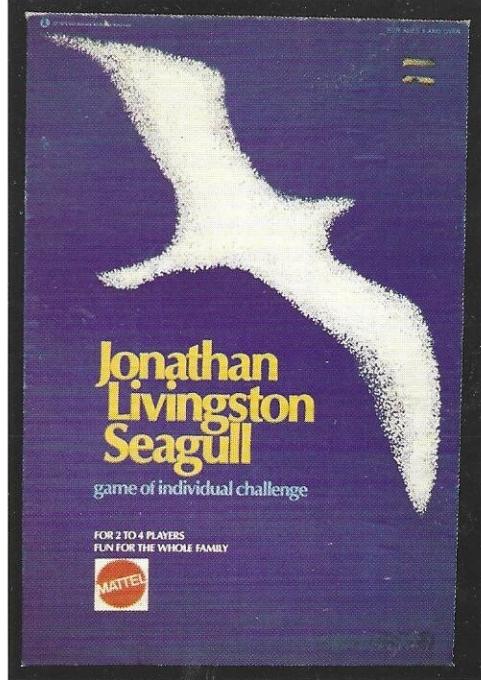


Ranger Rick and the GREAT FOREST FIRE

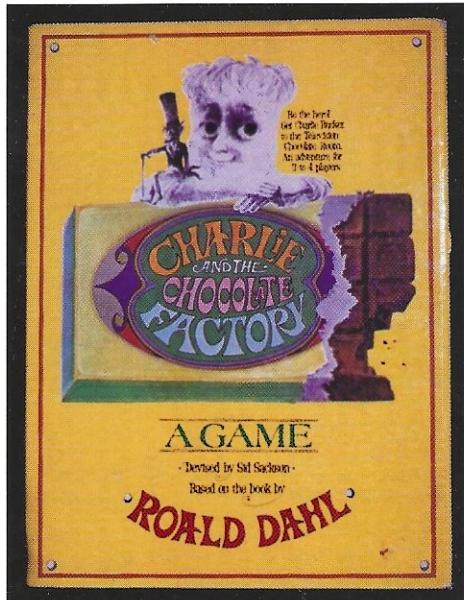
**RANGER RICK AND THE GREAT FOREST FIRE**

National Wildlife Federation  
1960

Beautiful game based on Government public service character (similar to Smokey the Bear). Created by John A. Morris. Illustrated by Lorin Thompson. \$125 - \$150



**JONATHAN LIVINGSTON SEAGULL**  
Mattel 1973  
\$20 - \$25



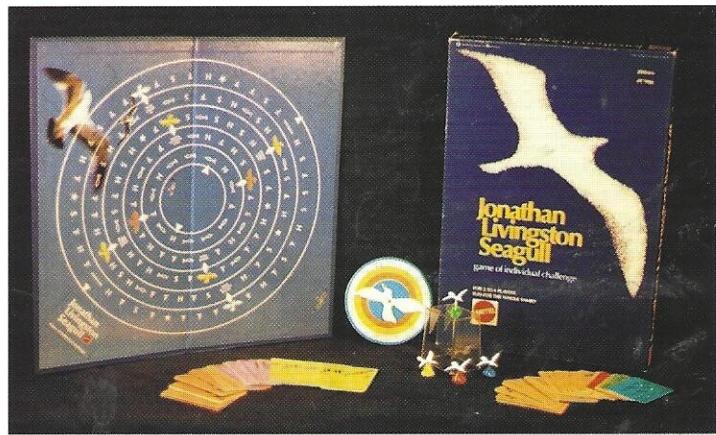
**CHARLIE AND THE CHOCOLATE FACTORY**

Knopf 1978

Based on the classic book by Roald Dahl. This neat game looks like a book, but folds out into a game board and pieces.

From the collection of Bob Claster

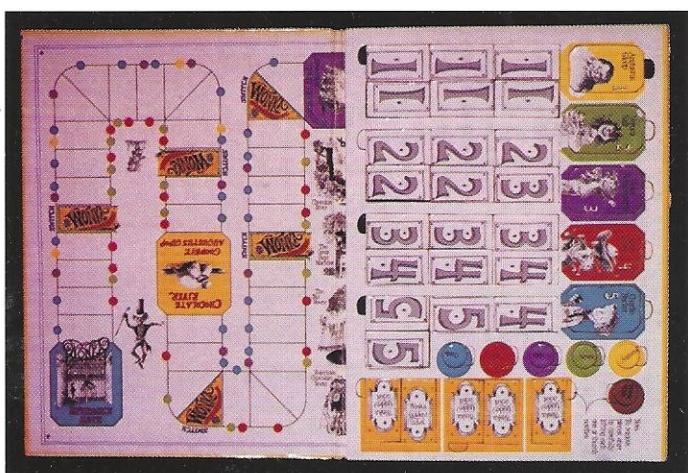
\$75 - \$100



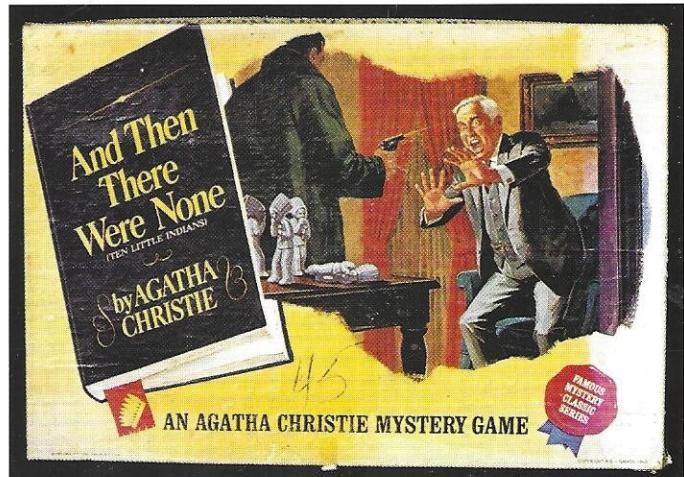
**JONATHAN LIVINGSTON SEAGULL**

Mattel 1973

Beautiful game based on the incongruously best selling book. Plastic seagull pieces followed a circular path towards the center of the board, and enlightenment. The spinner was also a plastic seagull, and determined your moves.



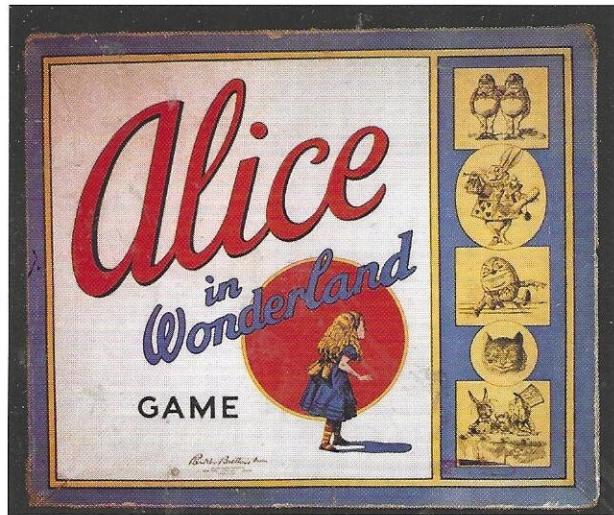
Inside of CHARLIE AND THE CHOCOLATE FACTORY.



**AND THEN THERE WERE NONE**

Ideal 1967

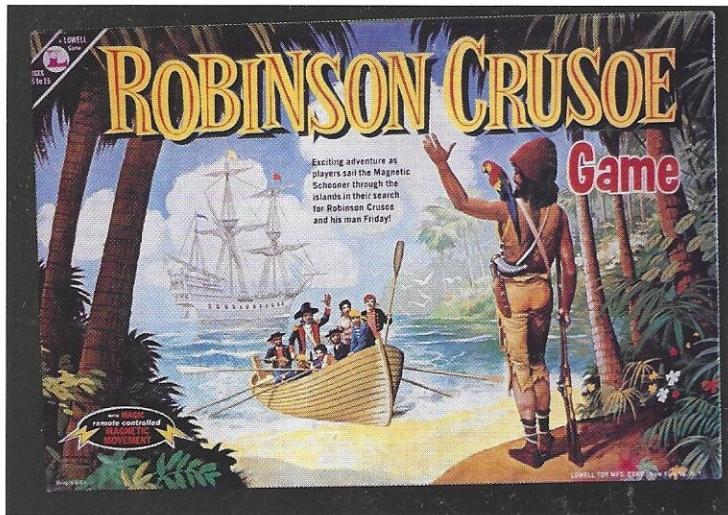
"An Agatha Christie Mystery Game." From the Famous Mystery Classic Series, which included THE CASE OF THE ELUSIVE ASSASSIN, MURDER ON THE ORIENT EXPRESS, and FU MANCHU'S HIDDEN HOARD (see first book). Playing pieces were from Ideal's JAMES BOND MESSAGE FROM "M" GAME. \$65 - \$75



#### **ALICE IN WONDERLAND**

Parker Brothers 1930s

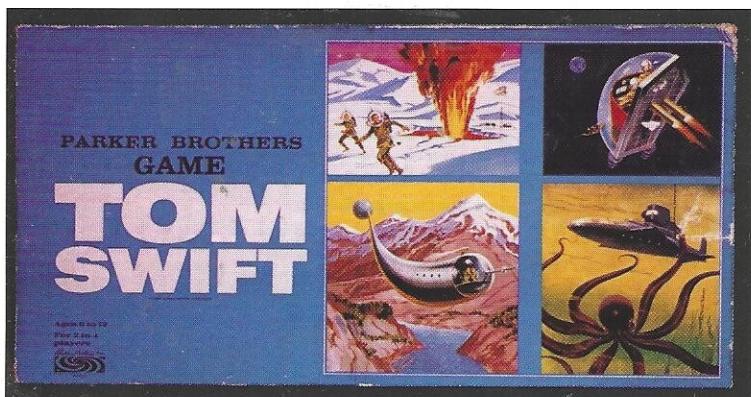
Box bottom board game based on the novel which has players trying to spell out Alice's name with letter tiles.  
\$50 - \$75



#### **ROBINSON CRUSOE**

Lowell 1961

Based on the novel. Magnetic playing features, similar to TREASURE ISLAND by Harett-Gilmar.  
\$75 - \$100



#### **TOM SWIFT**

Parker Brothers 1966

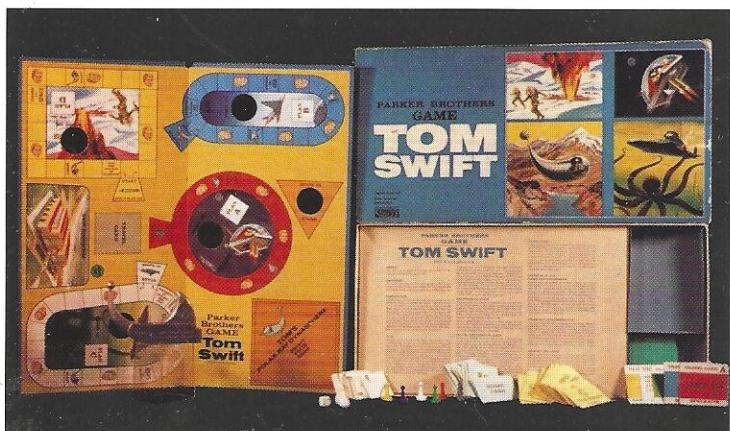
\$50 - \$75



#### **TRAPPED!**

Bettye-B 1956

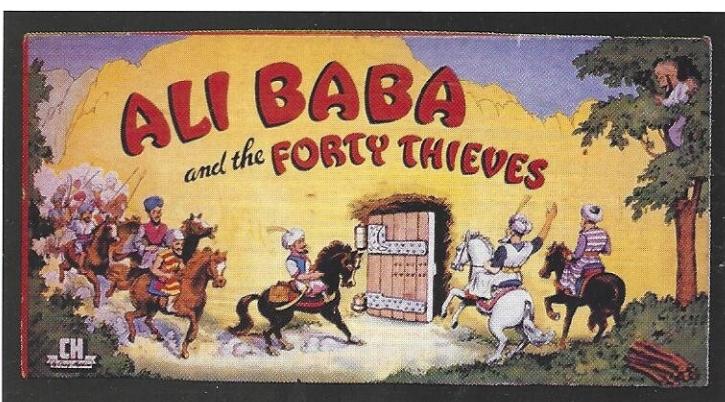
"Ellery Queen's Great Mystery Game." Based on the Ellery Queen novels, three dimensional playing board. Scarce.  
Courtesy of Rick Polizzi  
\$50 - \$75



#### **TOM SWIFT**

Parker Brothers 1966

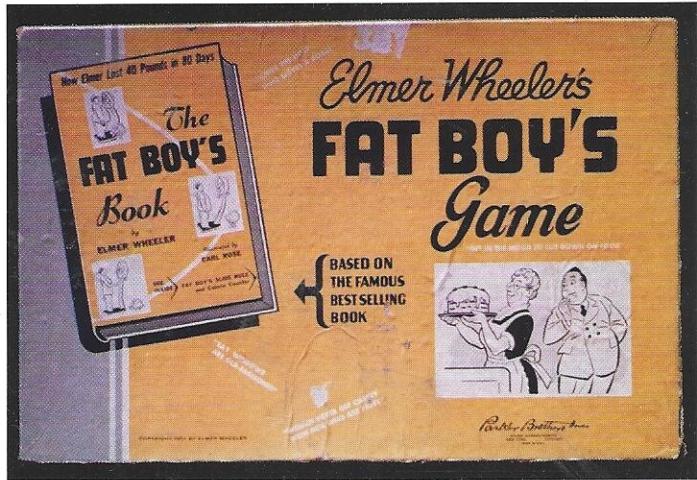
Based on the popular adventure books. Neat game came with plastic "Polar-Ray Dynasphere," the space ship Tom flew around in. Players went from Land, Sea, Air, and Space to pick up plans for the Polar-Ray Dynasphere gun, at which point they could fire it at will.



#### **ALI BABA AND THE FORTY THIEVES**

Craig Hopkins Co. 1945

Based on The Arabian Nights. The game has lots of neat little cardboard pieces.  
\$40 - \$50



#### ELMER WHEELER'S FAT BOY'S GAME

Parker Brothers 1951

"Based on the best selling book." Game emphasizes proper diet. Pawns are "fat." \$35 - \$45

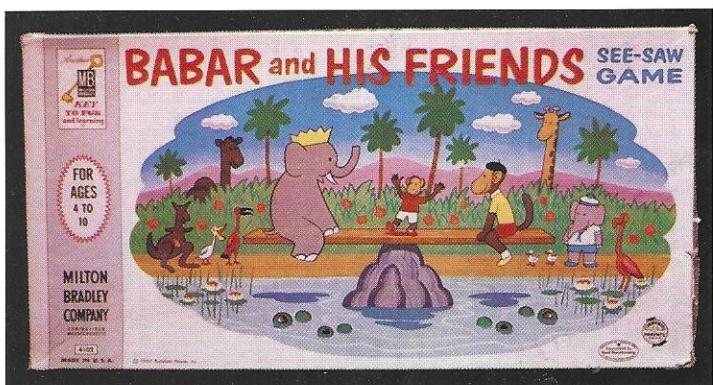


#### DANA GIRLS

Parker Brothers 1966

Based on the children's books. Only available in Canada. Rare.

\$75 - \$100

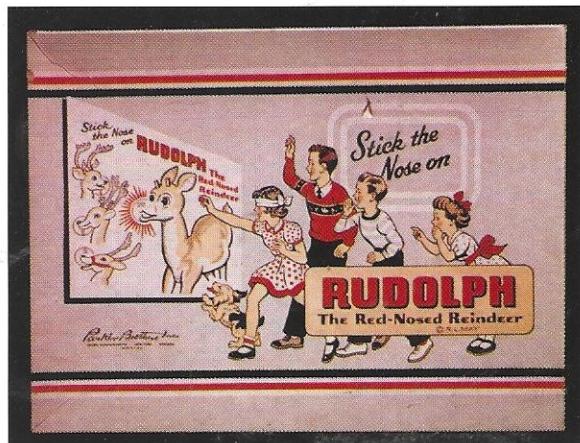


#### BABAR AND HIS FRIENDS SEE-SAW GAME

Milton Bradley 1961

Based on the children's books. Similar to OVER THE RAINBOW SEE-SAW GAME. It's interesting to note that the loser is the one who's end of the see-saw is lowered into the alligator swamp.

\$40 - \$50



#### RUDOLPH THE RED-NOSED REINDEER

Parker Brothers 1940s

"Stick the Nose on..." Pin the tail on the donkey variant, based on the book by R.L. May.

\$45 - \$55

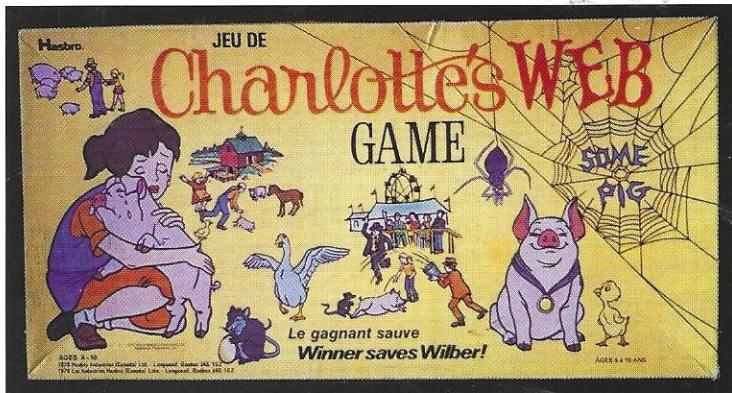


#### HARDY BOYS TREASURE GAME

Parker Brothers 1957

Based on the popular children's books. Same game as Disney version, with slightly different cover art.

\$30 - \$40



#### CHARLOTTE'S WEB

Hasbro 1976

Canadian. Based on the TV program of the book.

\$40 - \$45



#### CAPTAIN AMERICA

Milton Bradley 1966

Based on the Marvel comic book hero. Included a "free" comic book, which is almost never there. \$75 - \$100 (with comic book)



### SPIDER-MAN

Milton Bradley 1967

Based on the Marvel hero. Neat graphics of Thor, Sub-Mariner, Hulk, and Iron Man. The 1977 game with the Fantastic Four (see first book) is almost exactly the same; only the portraits in corners of the board are different.  
\$75 - \$100



### SUPERMAN SPEED GAME

Milton Bradley 1940

Very rare game is the first based on the DC Comics popular superhero.  
\$350 - \$450



### MIGHTY HEROES ON THE SCENE

Transogram 1966

Rare game based on the obscure animated TV series.  
\$125 - \$150



### SUPERMAN

Hasbro 1965

"Search for Superman's Deadliest Enemy." Rare game that pits Superman against Lex Luthor.  
\$75 - \$100



### MIGHTY COMICS SUPER HEROES GAME

Transogram 1966

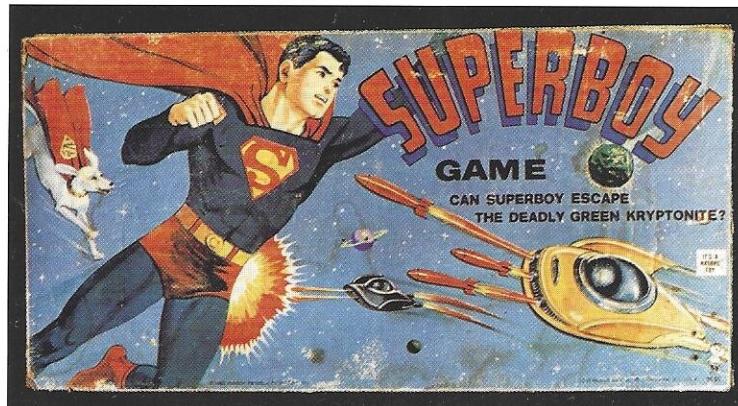
The 1940s super heroes revived for a time in Archie Comics.  
\$100 - \$150



### SUPERMAN AND SUPERBOY GAME

Milton Bradley 1967

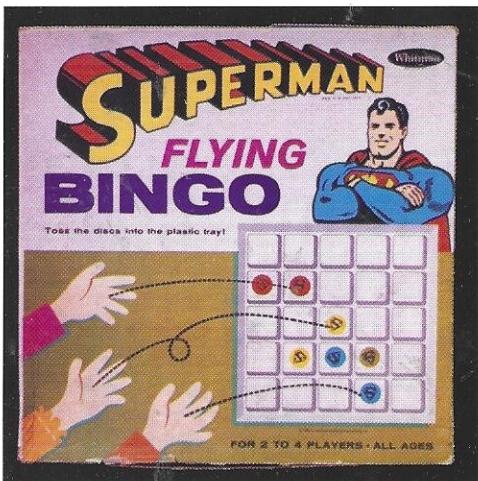
"2 Super Games in One."  
\$45 - \$55



### SUPERBOY

Hasbro 1965

Has Super Dog Krypto tagging along.  
\$75 - \$90



#### SUPERMAN FLYING BINGO

Whitman 1966

Cheesy game in which players toss small "S" chips into a plastic tray and try to bingo with colors.

\$25 - \$35



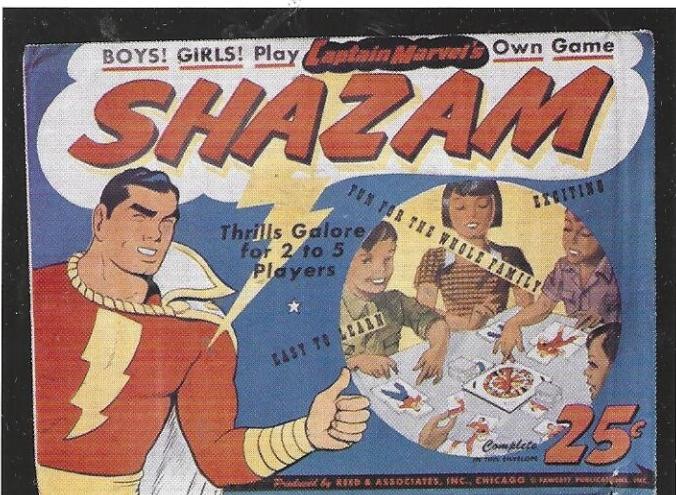
#### THE FLASH

Hasbro 1967

"Justice League of America." Scarce series from Hasbro that included WONDER WOMAN and AQUAMAN. Very simple games.

Courtesy of Rick Polizzi

\$200 - \$250



#### SHAZAM!

Reed & Assoc. 1940s

"Captain Marvel's Own Game." Flat envelope game in which players compete to make a Billy Batson or Captain Marvel figure.

\$40 - \$50

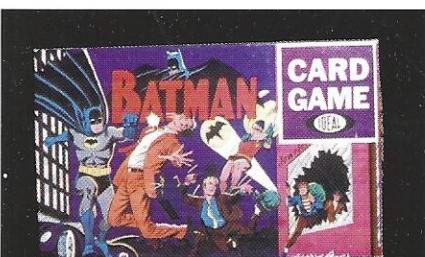


#### WONDER WOMAN

Hasbro 1967

Rare game.

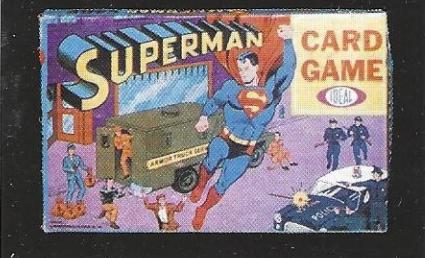
\$175 - \$225



#### BATMAN CARD GAME

Ideal 1966

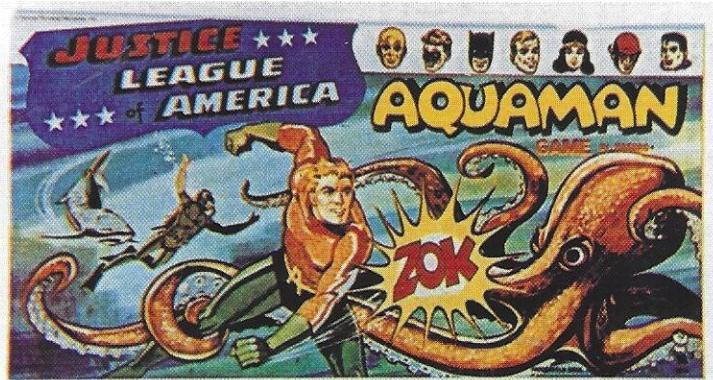
\$40 - \$50



#### SUPERMAN CARD GAME

Ideal 1966

\$30 - \$40



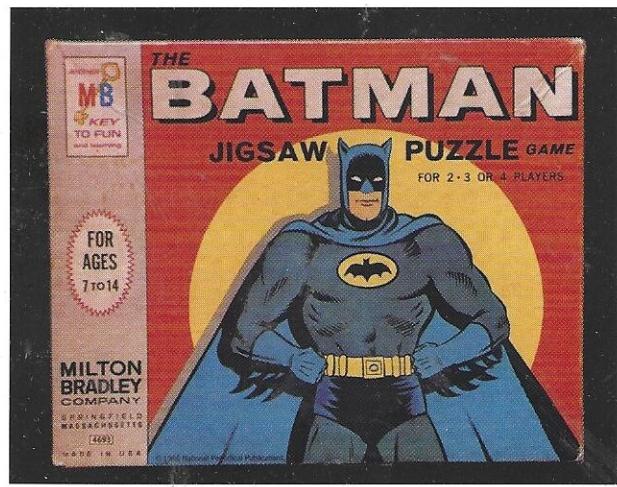
#### AQUAMAN

Hasbro 1967

Rarest of the series.

Courtesy of Rick Polizzi

\$275 - \$300



#### BATMAN JIGSAW

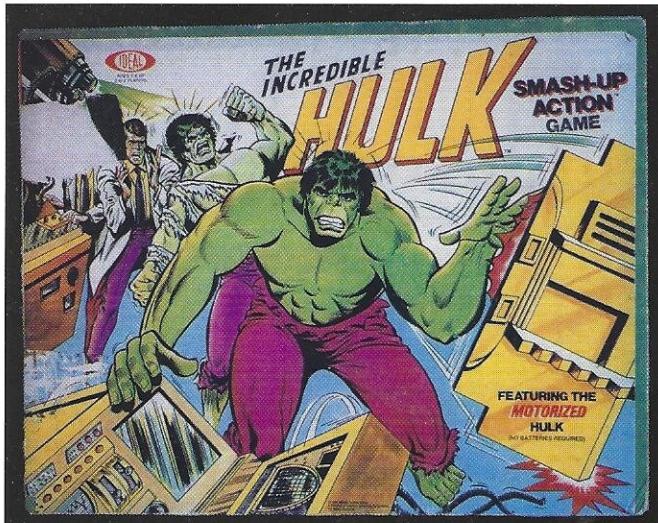
Milton Bradley 1966  
\$40 - \$45



#### BATMAN JIGSAW PUZZLE GAME

Milton Bradley 1966

Based on the comic book character. Players stuck their hands into an opening in the box and selected puzzle pieces. First player to assemble a picture of Batman (from the Milton Bradley game cover art) was the winner.



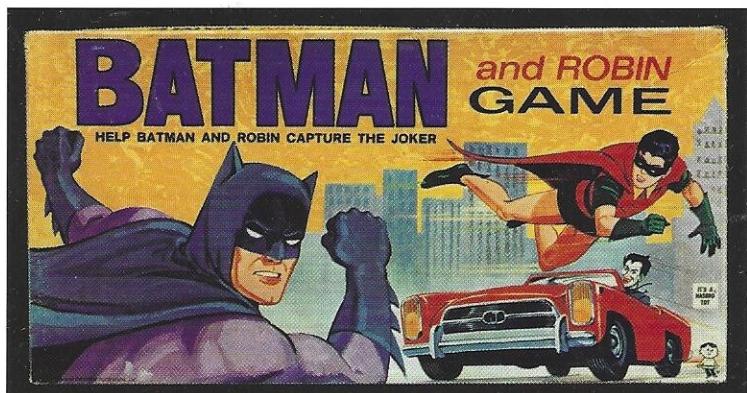
#### INCREDIBLE HULK SMASH-UP ACTION GAME

Ideal 1979

Based on the Marvel comics character. Almost a toy, the set included a motorized Hulk who went on the rampage and destroyed property.  
\$30 - \$40



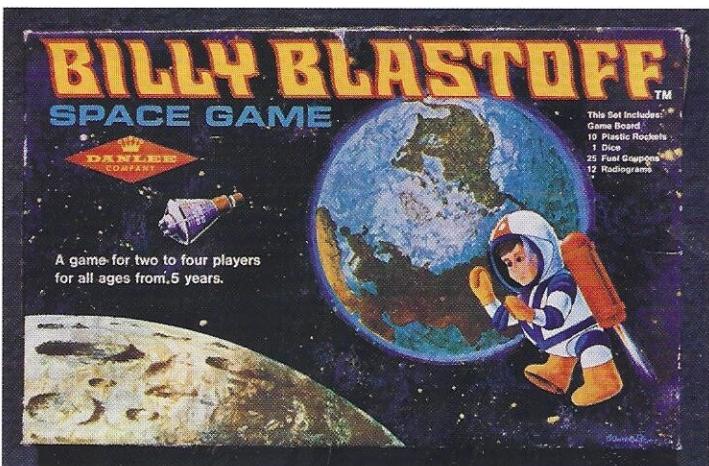
Close up of "Motorized Hulk."



#### BATMAN AND ROBIN

Hasbro 1966

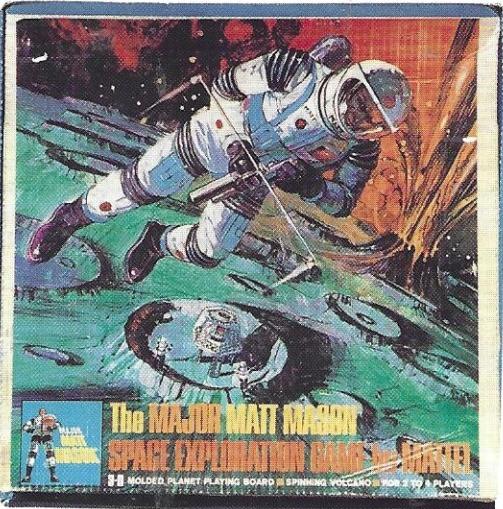
"Help Batman and Robin Capture the Joker." Robin appears to be flying on the cover.  
\$75 - \$95



#### BILLY BLASTOFF SPACE GAME

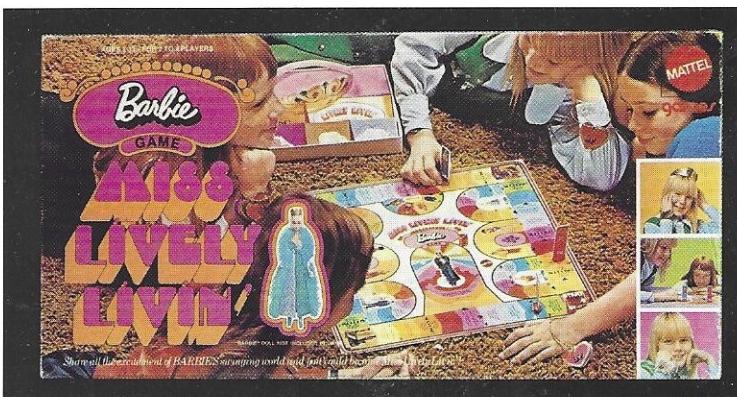
Danlee 1969

Very small game based on the Eldon toy put out as competition for Mattel's Major Matt Mason.  
\$30 - \$40



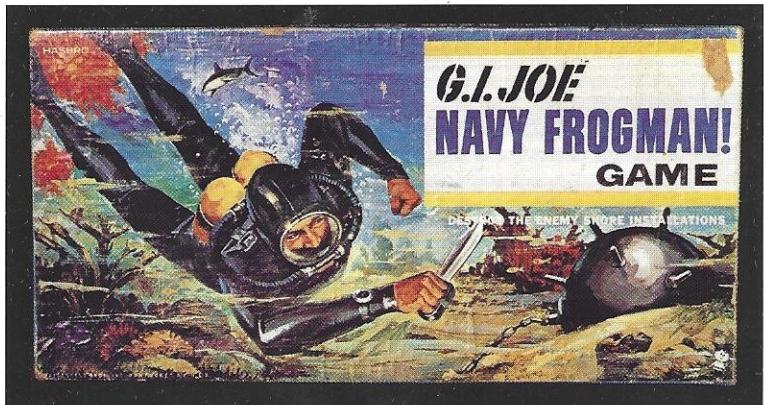
Left:  
**MAJOR MATT MASON SPACE EXPLORATION GAME**

Mattel 1967  
Cool game based on a toy. The game was part of Mattel's 3-D series, which included BARBIE WORLD OF FASHION, DOCTOR DOLITTLE, and GENTLE BEN.  
Courtesy of Rick Polizzi  
\$75 - \$100



**BARBIE MISS LIVELY LIVIN'**

Mattel 1970  
"Share all the excitement of Barbie's swinging world and you could become Miss Lively Livin'." One of many games based on Mattel's popular doll (see first book). Winner got to wear the Lively Livin' crown!  
\$40 - \$50



**G.I. JOE NAVY FROGMAN!**

Hasbro 1965

Based on the Hasbro toy. Others in the series included COMBAT INFANTRY, MARINE PARATROOPER, and RIK-O-SHAY GAME (see first book).  
\$50 - \$65

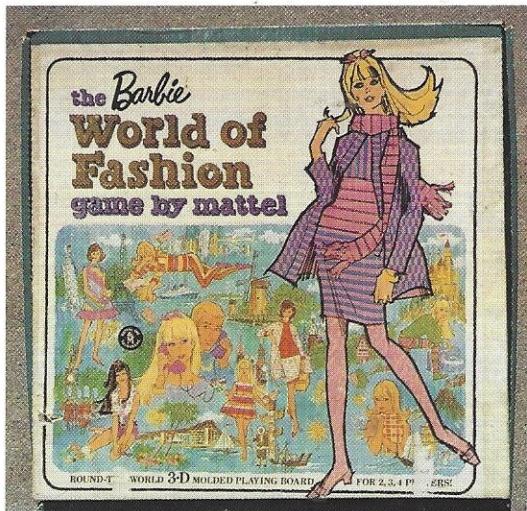


Inside of BARBIE MISS LIVELY LIVIN'.



Right:  
**BARBIE WORLD OF FASHION**

Mattel 1967  
From the 3-D series that included MAJOR MATT MASON, DOCTOR DOLITTLE, and GENTLE BEN.  
Courtesy of Rick Polizzi  
\$55 - \$75



**SCR-UNC!**

Mattel 1967

"With the Creepie Peeples." This cool game may never have been released.

Courtesy of Rick Polizzi  
\$75 - \$100



**FLATSY**

Ideal 1970

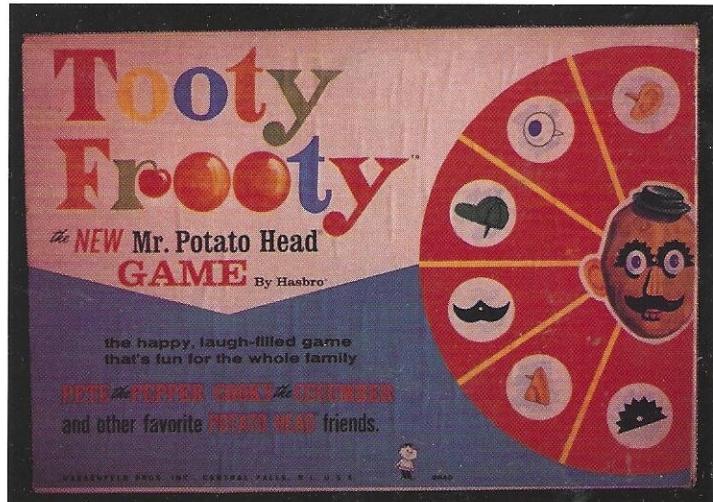
Very scarce game based on the popular doll made by Ideal.  
\$75 - \$95



**TAFFY'S SHOPPING SPREE**

Transogram 1964

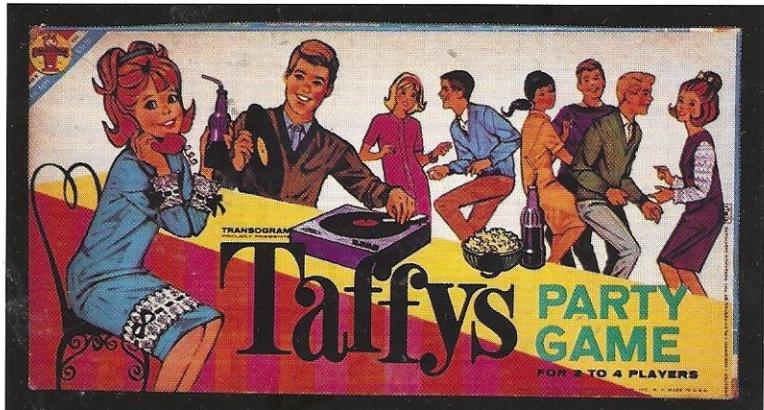
Based on a created character. From the series that included TAFFY'S PARTY GAME and TAFFY'S BAUBLES & BANGLES.  
\$20 - \$25



**TOOTY FROOTY**

Hasbro 1960s

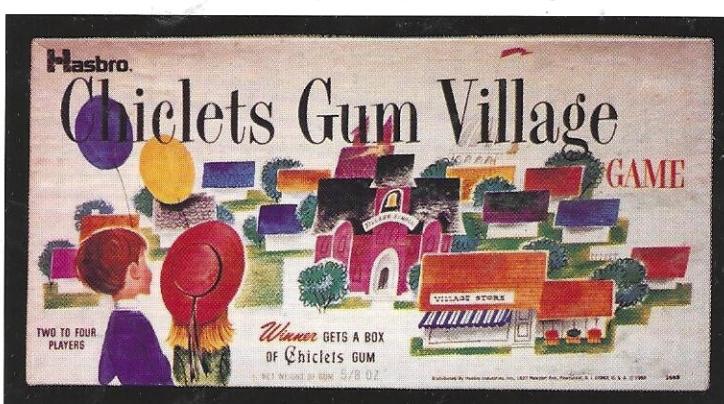
"The New Mr. Potato Head Game." Cool game based on the Hasbro favorite. Plays like COOTIE, with spinner determining which piece goes on what part of the body. Includes Pete The Pepper, Cooky the Cucumber, and a Carrot creature.  
\$50 - \$75



**TAFFY'S PARTY GAME**

Transogram 1964

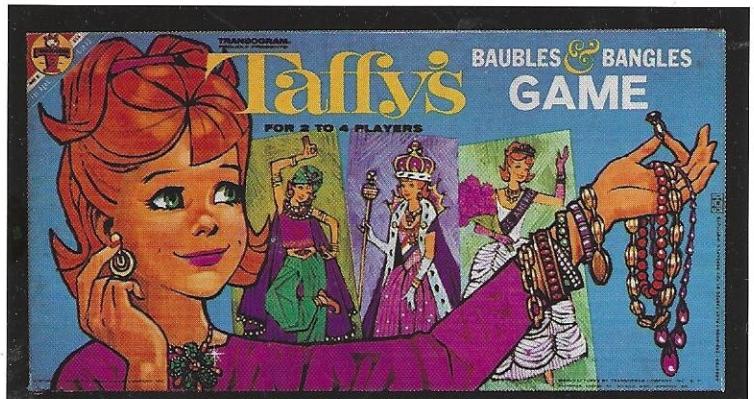
\$20 - \$25



**CHICLETS GUM VILLAGE**

Hasbro 1969

Based on the popular candy. Winner gets one of six included boxes of Chiclet's Gum. My dentist advises against eating 40 year old gum.  
\$25 - \$35



**TAFFY'S BAUBLES & BANGLES**

Transogram 1964

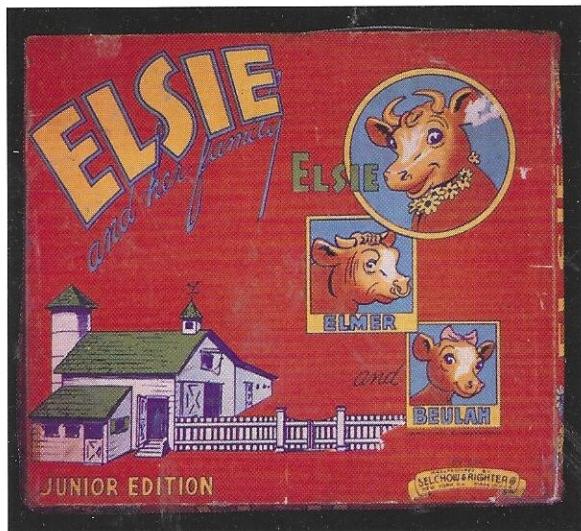
\$25 - \$30



**TOOTSIE ROLL TRAIN GAME**

Hasbro 1969

Based on yummy candy. Another game where the winner gets a treat, a Tootsie Roll candy in this case.  
\$30 - \$40

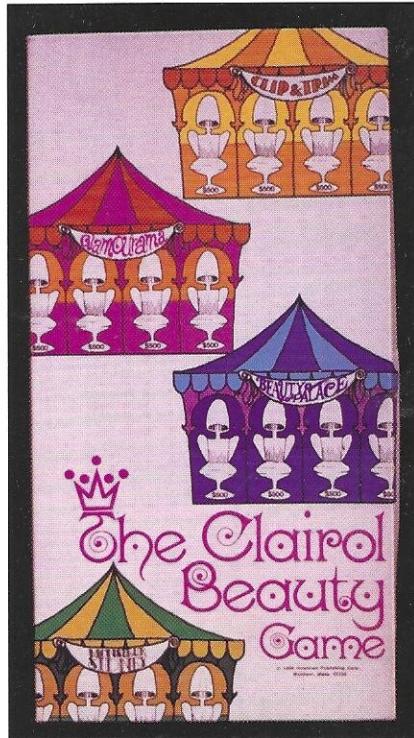


#### ELSIE AND HER FAMILY

Selchow & Righter 1941

Rare Junior Edition of a full size game based on the Borden cow.

\$40 - \$55



#### CLAIROL BEAUTY GAME

American Publishing 1969

Salon training game where operators tried to get the most customers. Scarce.

\$25 - \$30



Right:

#### CAMPBELL KIDS SHOPPING GAME

Parker Brothers 1955

Scarce game based on the Soup twins. Spinner was in the shape of a Campbell kid. \$100 - \$150

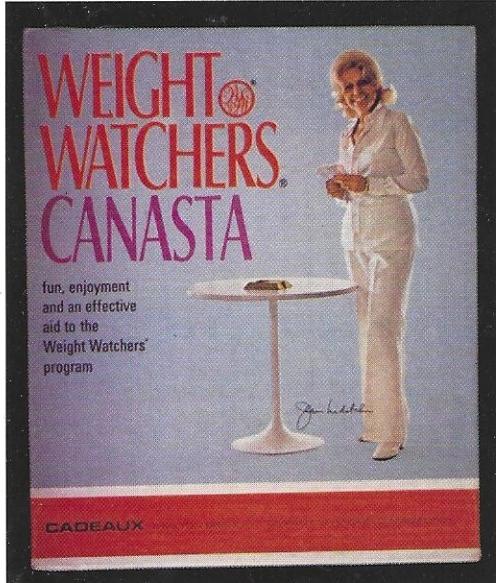
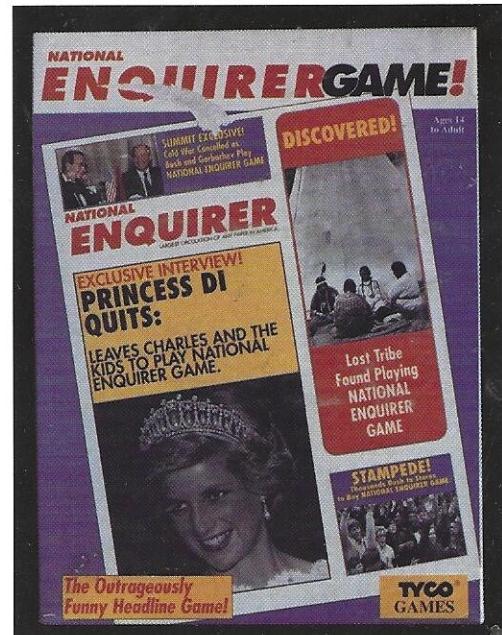
Right:

#### NATIONAL ENQUIRER GAME

Tyco 1990

Game based on the scandal sheet became popular for a short time after Princess Di's death (one person was asking \$10,000). Same thing happened to Ideal's 1976 SINKING OF THE TITANIC GAME after the movie came out (see first book).

\$15 - \$20



#### WEIGHT WATCHERS CANASTA

Milton Bradley/Cadeaux 1972

Milton Bradley's adult division produced this game based on the diet program that had players combine cards to produce weekly menus.

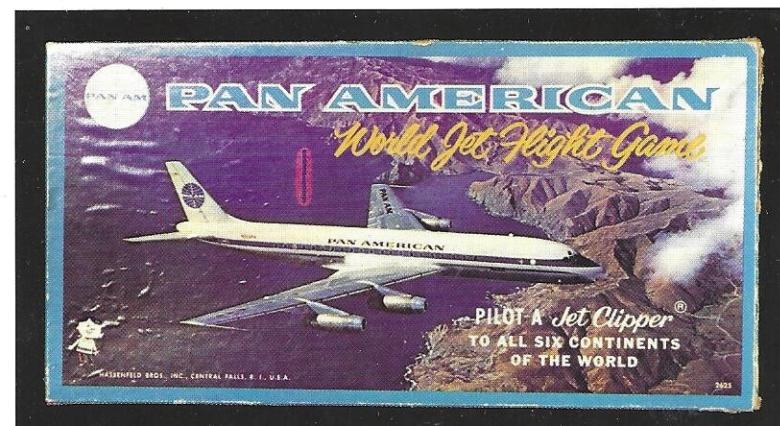
\$20 - \$25

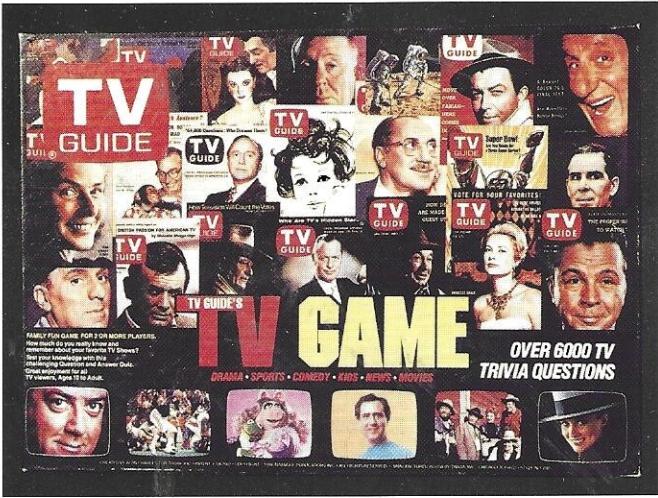
#### PAN AMERICAN WORLD JET FLIGHT GAME

Hasbro 1956

"Pilot a Jet Clipper to all six continents of the world." Neat plastic airplanes.

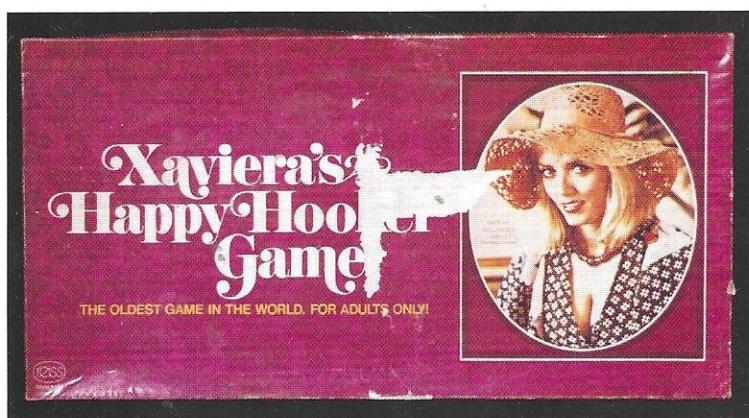
\$30 - \$40





#### TV GUIDE'S TV GAME

Trivia, Inc. 1984  
TV trivia game.  
\$10 - \$15



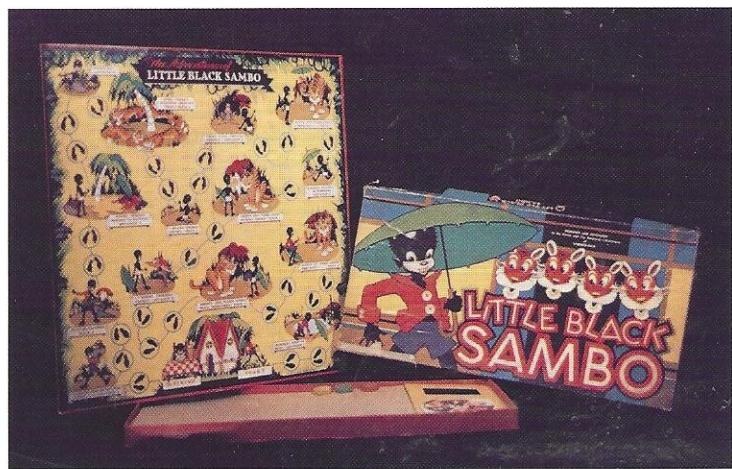
#### XAVIERA'S HAPPY HOOKER GAME

Reiss 1976  
"The Oldest Game in the World." Inspired by the famous Madam Xaviera Hollander.  
From the collection of Bob Claster  
\$20 - \$25



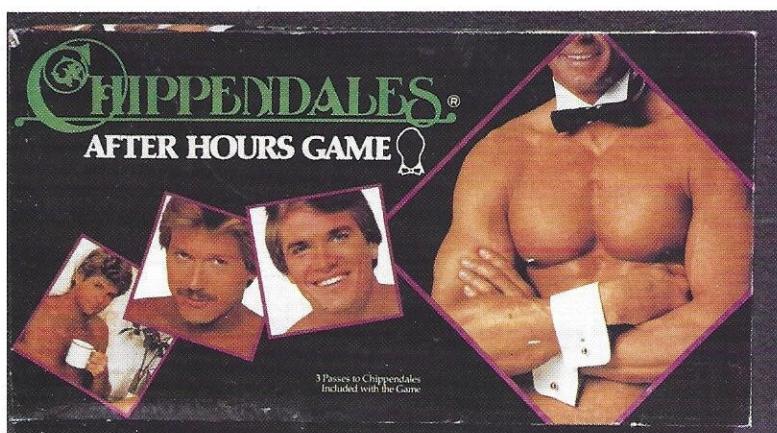
#### LITTLE BLACK SAMBO

Cadaco-Ellis 1951  
Courtesy of Rick Polizzi  
\$150 - \$200



#### LITTLE BLACK SAMBO

Cadaco Ellis 1951  
Beautiful board game based on the colorful character. Although the implements are simple, the wonderful cover and board game design make this a constant favorite among collectors. Players try to make it past all the tigers and get home to pancakes.



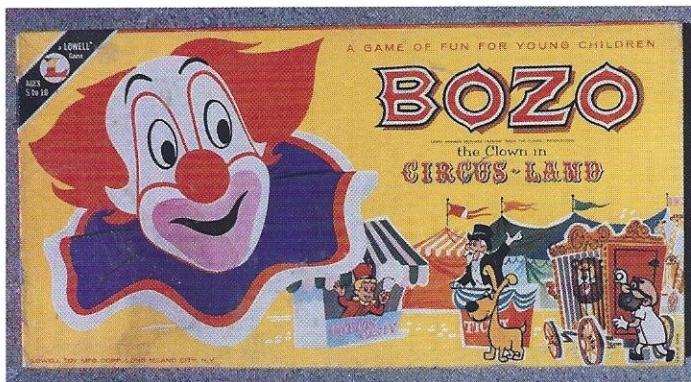
#### CHIPPENDALES AFTER HOURS GAME

Diplomat Games 1983  
Based on the famous strip joint. Came with three free passes to the club.  
\$15 - \$20



#### BOZO THE CLOWN CIRCUS GAME

Transogram 1960  
Based on the famous Larry Harmon clown  
\$30 - \$40

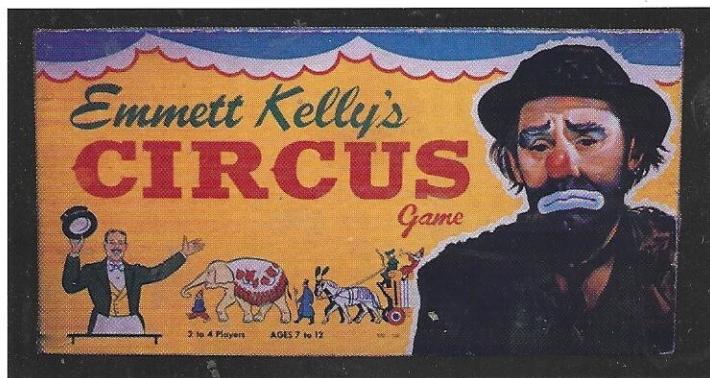


**BOZO THE CLOWN IN CIRCUS LAND**

Lowell 1965

Courtesy of Rick Polizzi

\$45 - \$55

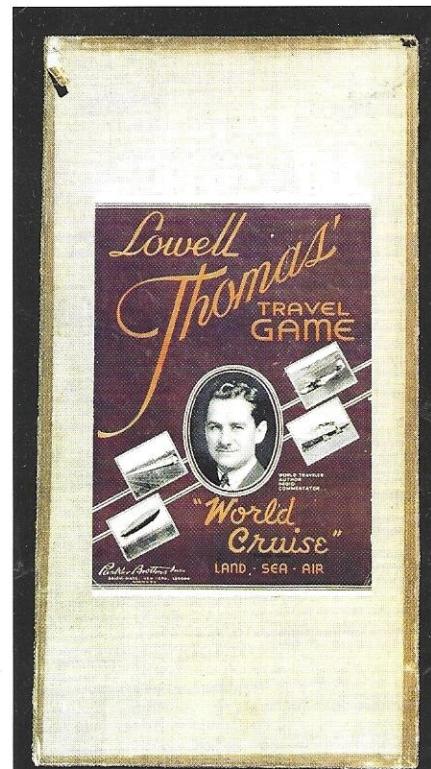


**EMMETT KELLY'S CIRCUS GAME**

All-Fair 1953

Tiny game based on the famous circus clown.

\$30 - \$40

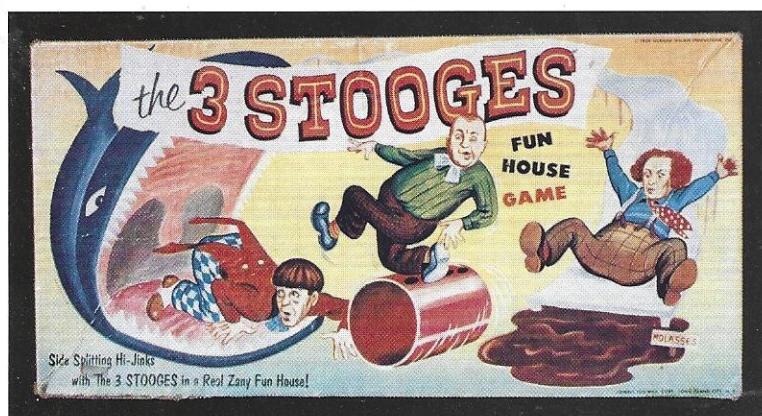


**LOWELL THOMAS' TRAVEL GAME**

Parker Brothers 1937

You could get a hernia from lifting this enormous game based on the exploits of "World Traveler, Author, Radio Commentator" Lowell Thomas.

\$75 - \$100



**THE 3 STOOGES FUN HOUSE GAME**

Lowell 1959

Very rare and very fun game based on the antics of the original three members.

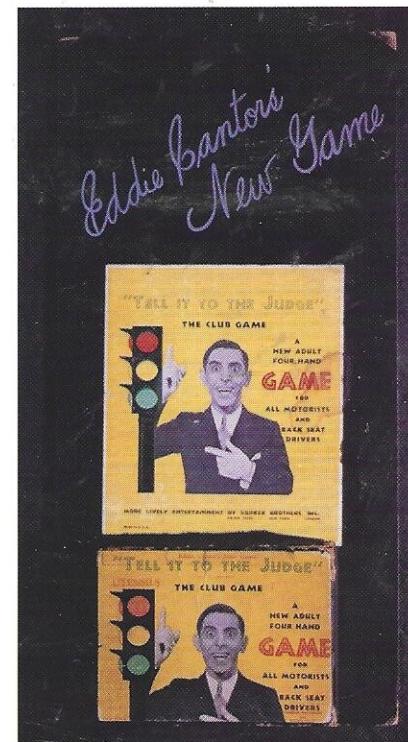
\$300 - \$375

Right:  
**EDDIE CANTOR'S NEW GAME TELL IT TO THE JUDGE**

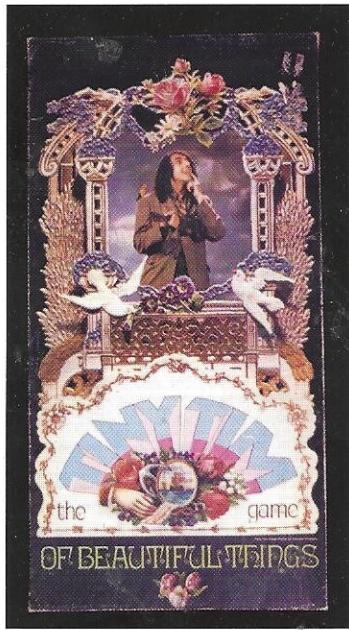
Parker Brothers 1932

"Club Game." This is the original version of this game (see first book).

\$45 - \$55

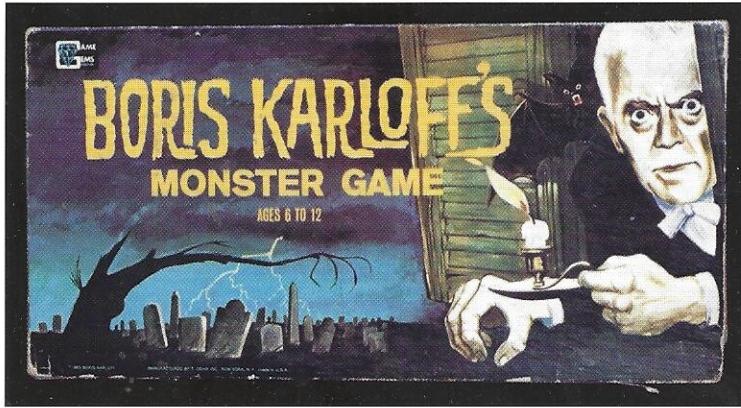


Inside of THE 3 STOOGES FUN HOUSE GAME.



**Left:**  
**TINY TIM THE GAME OF BEAUTIFUL THINGS**  
Parker Brothers 1970  
Game based on a bizarre TV personality.  
\$50 - \$75

Parker Brothers 1970  
Game based on a bizarre TV personality.  
\$50 - \$75

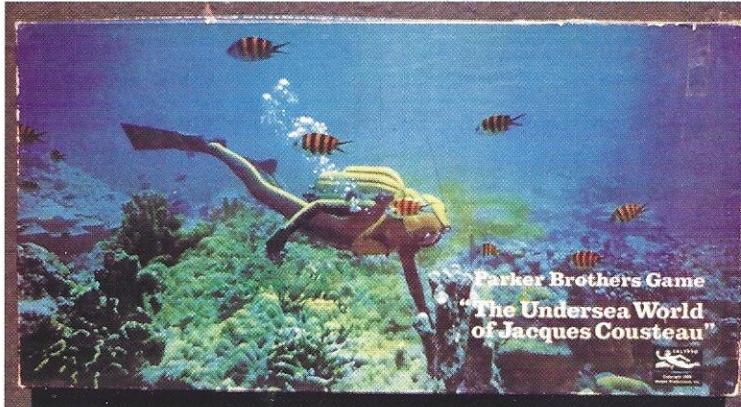


## BORIS KARLOFF'S MONSTER GAME

Game Gems 1965

Very rare game based on "monster" actor Boris Karloff. From a small line of board games.  
\$200 - \$250

\$200 - \$250



UNDERSEA WORLD OF JACQUES COUSTEAU

**UNDERSEA WORLD**  
Parker Brothers 1968

Parker Brothers 1988  
Based on the famous undersea explorer

Based on  
\$30 - \$40



# **BODY LANGUAGE**

Milton Bradley 1975  
"The Party Pantomime Word Game." Lucille Ball appears on the cover. She's also on the cover of Milton Bradley's CROSS UP (see first book). \$15 - \$20

\$15 - \$20



Have an ESP party.

Some games are so exciting, have so many variations, appeal to so many ways, they're a whole party in themselves. KRESKIN'S ESP is just that sort of game. It's based on a phenomenon which has mystified and amazed man since the beginning of time—extraordinary perception. Clairvoyance—telepathy, thought transference—perilous even about—comes down to us from the beginning. And still, the theories of this mind have been explained by learned scholars and psychologists.

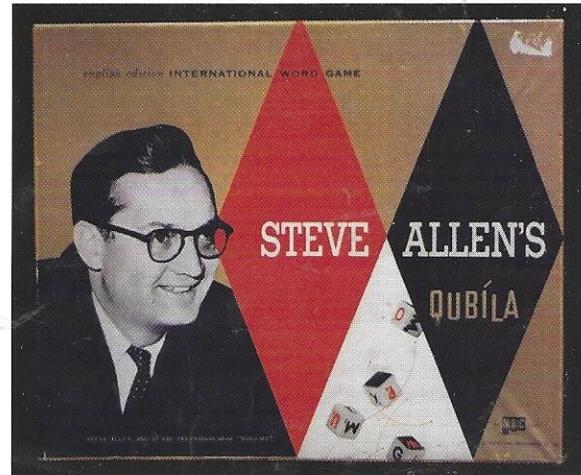
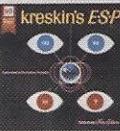
these fascinating experiments. You can amaze and surprise your friends, test your ESP, delve into the subconscious. Kraut, the world's foremost authority on ESP, has created a game which enables you

to do all that and more.

For all its scientific soundness, KRESKIN'S ESP is great fun. There's a mystery element which arouses questions on anything for action, because the host can have guessing power, audience members asking about love, careers, travel, finances!

Play KRESKIN'S ESP successfully with a partner, as here it can be a two-man show. Your partner can be the "medium" who wants to work the audience, test their ESP powers, play Lie Detector, Crime Detection, several new games.

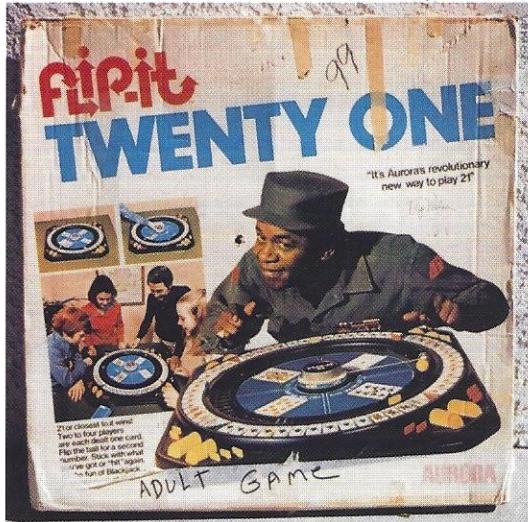
It's something fun to see happen at the wilting hour of midnight! If you have a racing club use it to whip up Welsh Rabbit of Stew Devan. If not, bring along your hot dog, cold chicken or Swedish meatballs.



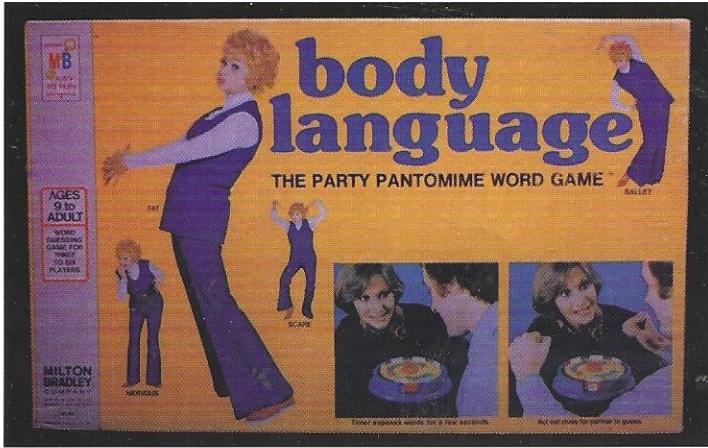
STEVE ALLEN'S  
QUBILA

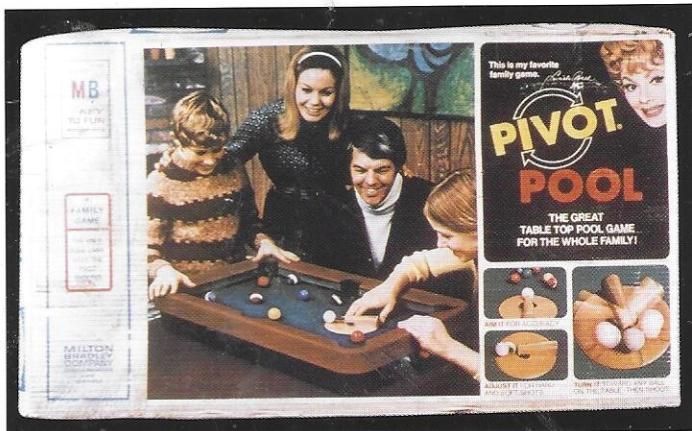
Lord & Freber, Inc.  
1955  
Teaches young  
children to spell and

add.



**Left:**  
**FLIP-IT TWENTY  
ONE**  
Aurora 1973  
Flip Wilson lent his  
name to the "Flip-It"  
series that included  
**FLIP-IT JACKPOT**  
(see first book).  
\$30 - \$40





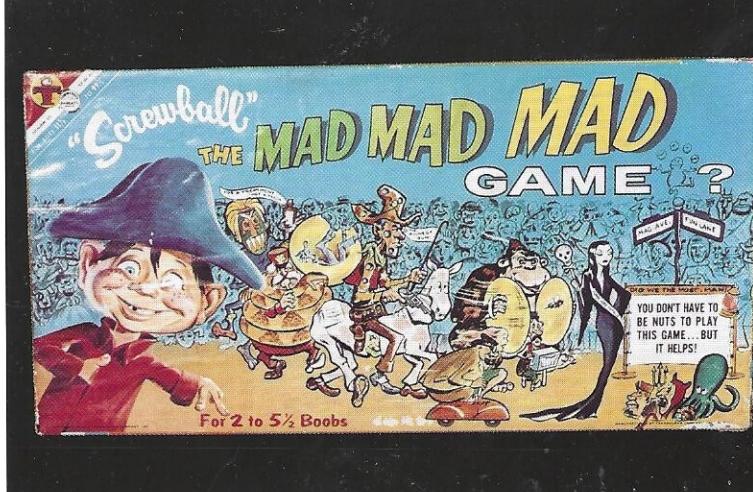
### PIVOT POOL

Milton Bradley 1972

Series created to compete with Aurora's line of Skittle products. There was also PIVOT GOLF (originally released as Hubley's GOLFERINO). Lucille Ball appeared on the cover.

Courtesy of Rick Polizzi

\$30 - \$40

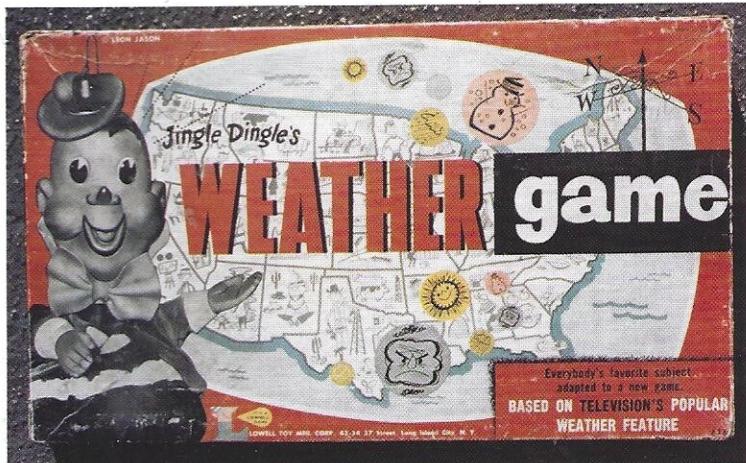


### SCREWBALL

Transogram 1958

This is the original version of this game in which *Mad Magazine* sued for copyright infringement (see first book for revised game).

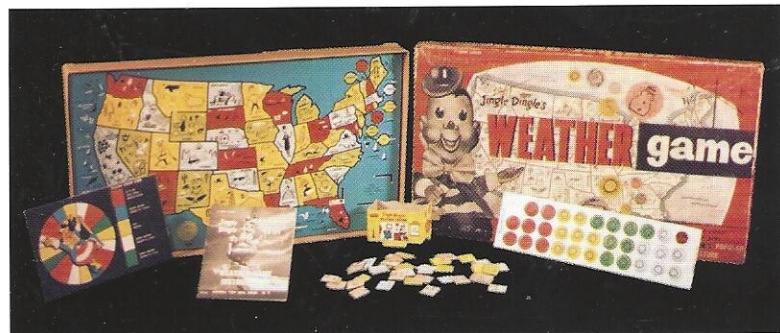
\$40 - \$50



### JINGLE DINGLE'S WEATHER GAME

Lowell 1954

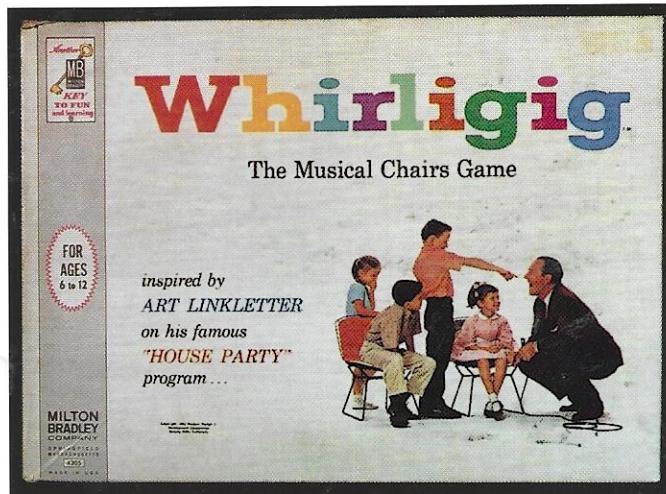
\$100 - \$125



### JINGLE DINGLE'S WEATHER GAME

Lowell 1954

Game was based on weather puppet Jingle Dingle (would you trust the weather being given to you by a puppet? I guess forecasts are frequently inaccurate no matter who is delivering them). Players tried to rid their states of nasty weather conditions. Included Jingle Dingle's weather station. Rare.

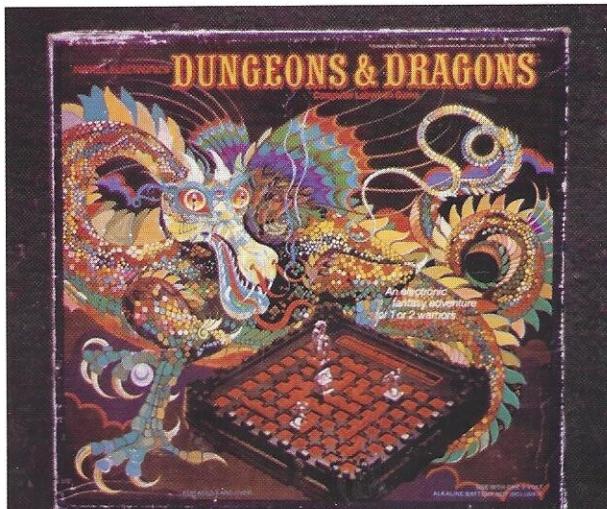


### WHIRLIGIG

Milton Bradley 1963

"Inspired by Art Linkletter on his famous 'House Party' program."

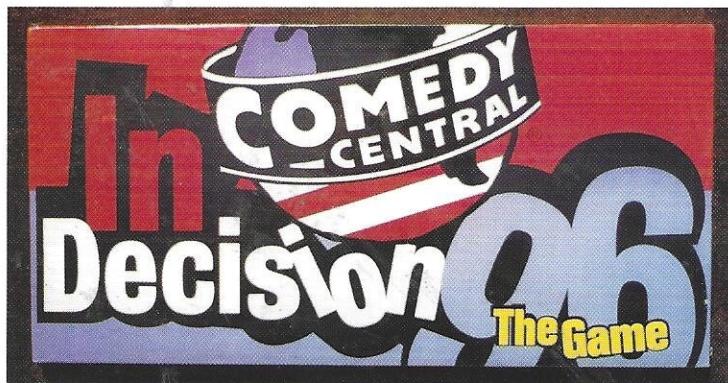
\$25 - \$35



### DUNGEONS & DRAGONS

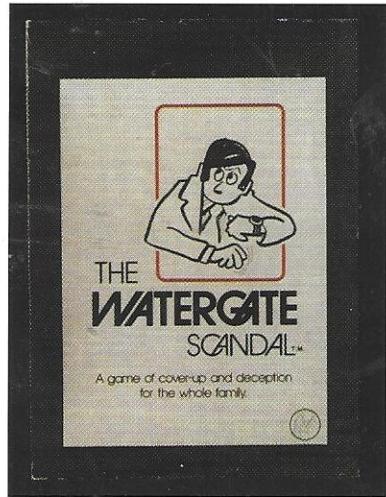
Mattel 1980

From Mattel's Electronic series, a beautiful game with miniature warrior figures and a scary dragon. \$20 - \$30



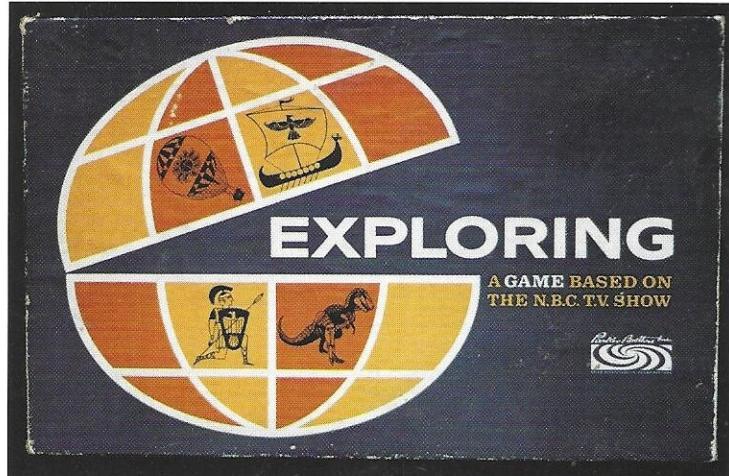
#### COMEDY CENTRAL INDECISION '96

Unknown 1996  
Scarce promo game of 1996 Presidential race.  
Courtesy of R. Cautela  
\$25 - \$35



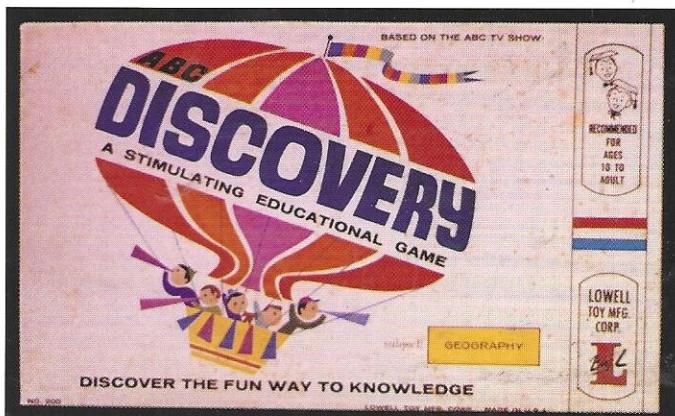
#### Right: THE WATERGATE SCANDAL GAME

America Symbolic 1973  
Scarce game of "cover-up and deception for the whole family."  
\$25 - \$35



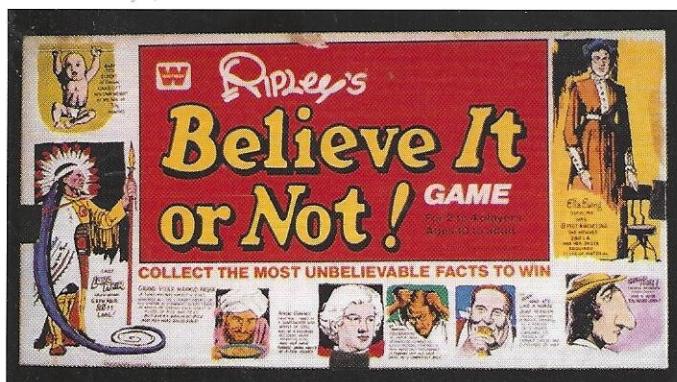
#### EXPLORING

Parker Brothers 1963  
Based on the NBC "Educational" TV series.  
\$25 - \$35



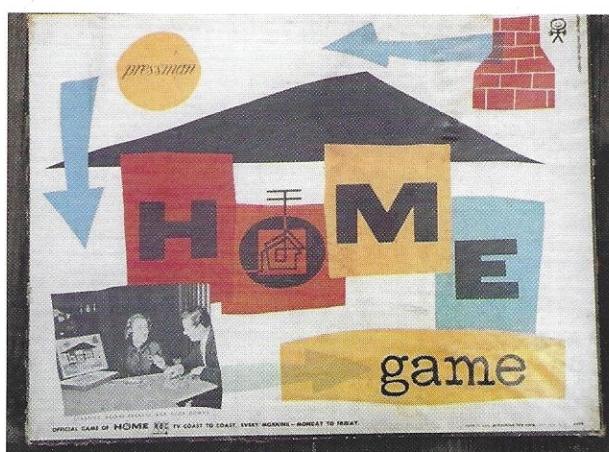
#### DISCOVERY

Lowell 1960s  
Based on the ABC Educational TV series. There must have been other editions. This one is based on Geography.  
\$25 - \$30



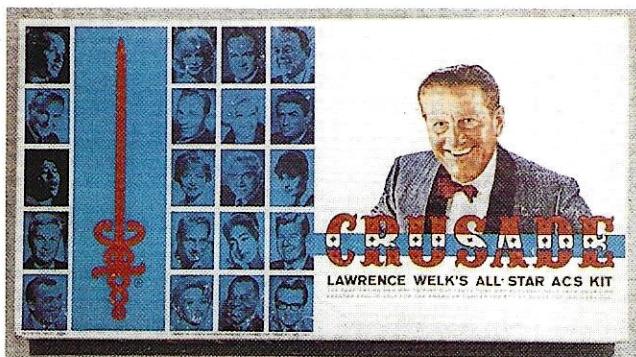
#### RIPLEY'S BELIEVE IT OR NOT!

Whitman 1979  
Cool game with 44 "Believe It or Not!" fact cards.  
\$25 - \$30



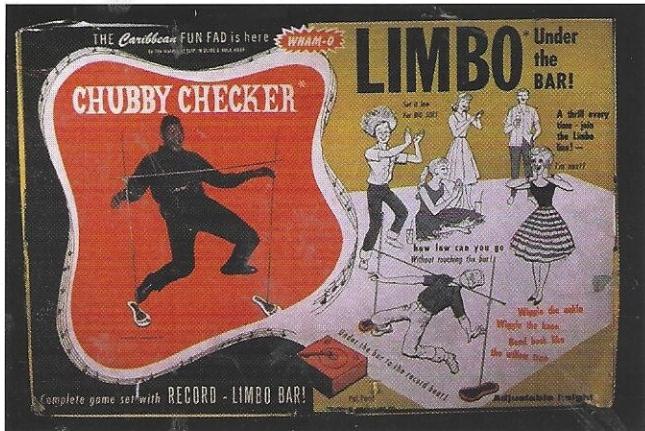
#### HOME

Pressman 1950  
"Official game of NBC TV HOME show." With Arlene Francis and Hugh Downs as hosts.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$40 - \$65



#### CRUSADE

Games for Industry 1967  
Cancer research benefit game.  
Courtesy of Jeff Lowe's ExtravAGAMEza  
\$30 - \$40

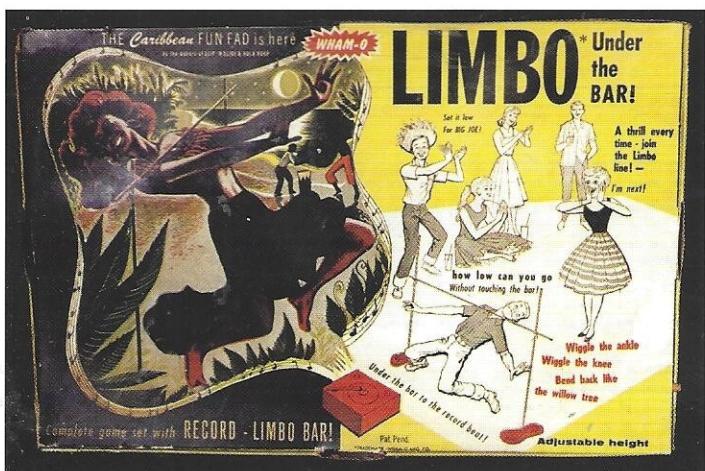


### CHUBBY CHECKER LIMBO

Wham-O 1961

"The Caribbean Fun Fad is here." Chubby Checker lent his name and visage to this game previously released by Wham-O. Came with "Limbo" record.

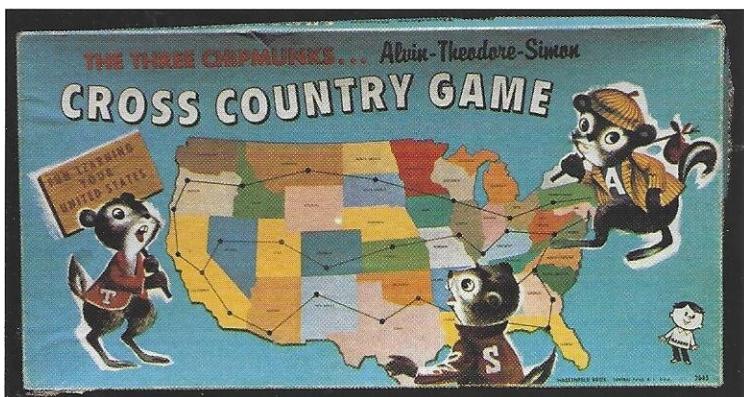
Courtesy of Rick Polizzi  
\$50 - \$60



### LIMBO

Wham-O 1961

\$30 - \$40



### THREE CHIPMUNKS CROSS COUNTRY GAME

Hasbro 1959

Game series based on the David Seville singing sensations. Included ACORN HUNT and BIG RECORD.  
\$40 - \$50

### ELVIS PRESLEY GAME

Teenage Games 1957

Based on the King. The single most expensive game of the post-war era. Neat "Elvis" spinner.  
\$1500 - \$1800



### THREE CHIPMUNK BIG RECORD

Hasbro 1960

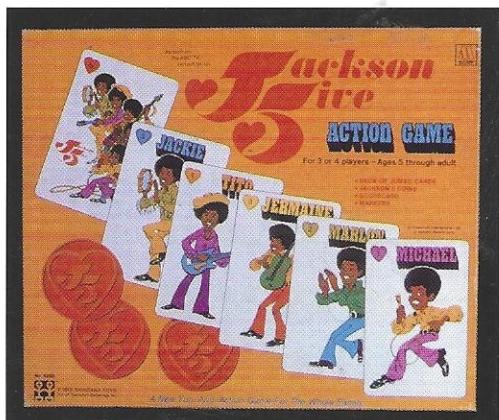
\$50 - \$55



### THREE CHIPMUNKS ACORN HUNT

Hasbro 1960

\$35 - \$40

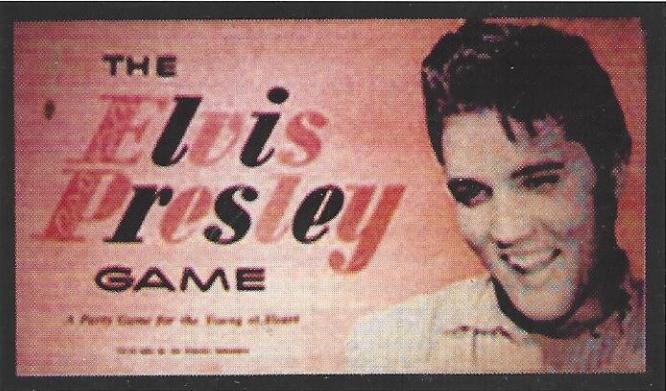


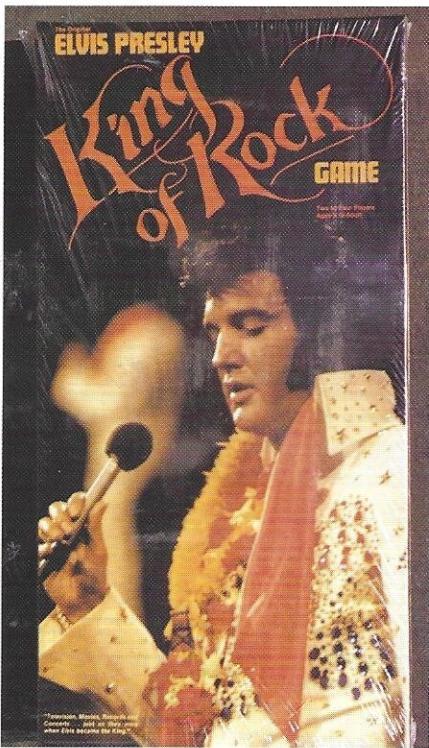
### JACKSON FIVE ACTION GAME

Shindana Toys 1972

Jumbo card game based on the Motown singing group.

Courtesy of Rick Polizzi  
\$35 - \$45





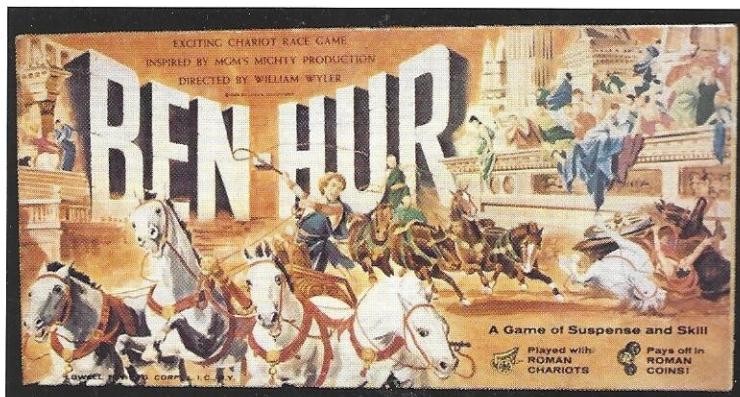
**ELVIS PRESLEY KING OF ROCK**

King of Rock Game Co.  
1979  
\$55 - \$65



**BENNY GOODMAN GAME OF MUSICAL INFORMATION**

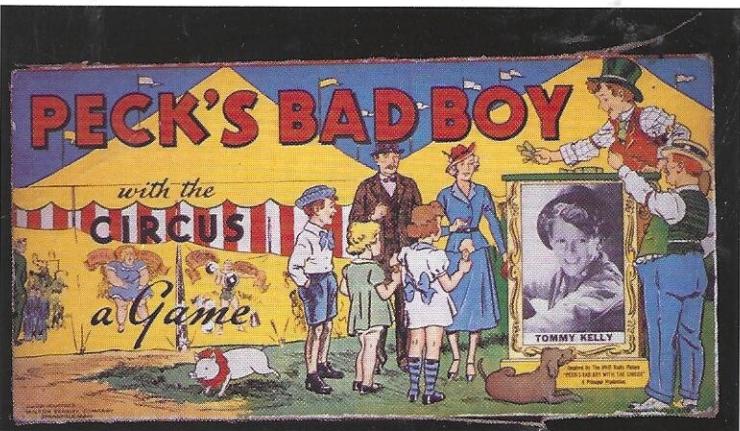
Toy Creations 1940s  
Benny's beautiful game came complete with toy xylophone.  
Courtesy of Rick Polizzi  
\$125 - \$150



**BEN-HUR**

Lowell 1959  
Based on the MGM's "Mighty" production. Beautiful and rare game, with little plastic chariots.  
\$150 - \$200

Inside of BEN-HUR.



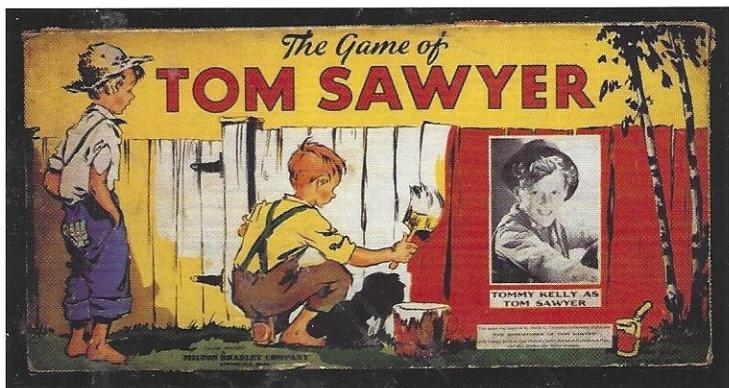
**PECK'S BAD BOY**

Milton Bradley 1939  
"With the Circus." Based on the RKO movie starring Tommy Kelly. Game seems to be about sneaking into the circus. Another game, TOM SAWYER, was also based on a movie starring Kelly.  
\$55 - \$65



**CUGAT CANASTA BASQUETTE**

Kuhlman Plastics 1950s  
"Swing it and play... Cugat's way." Swing and Mambo maven Xavier Cugat lent his name to this plastic Canasta tray... "America's Finest."  
\$25 - \$35



### TOM SAWYER

Milton Bradley 1937

Based on David O. Selznick's movie starring Tommy Kelly.

\$75 - \$95

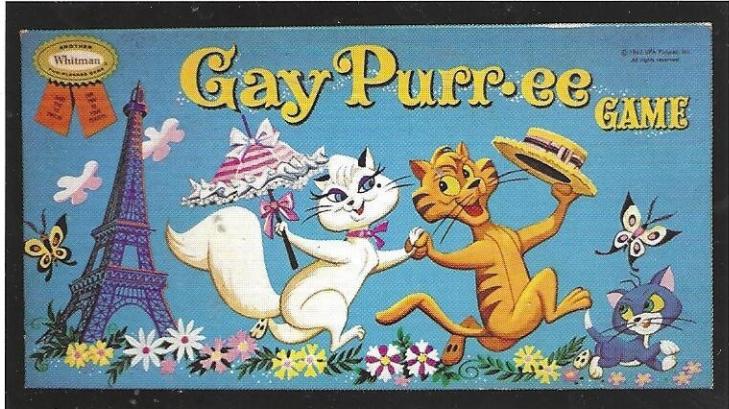


### THE WIZARD OF OZ GAME

Cadaco 1974

"From the MGM Movie, an Annual Television Favorite."

\$20 - \$25

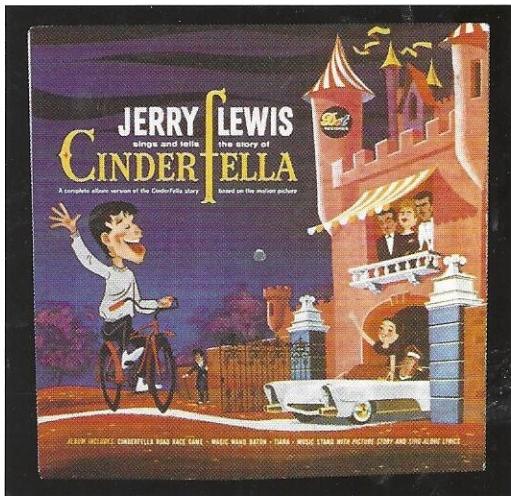


### GAY PURR-EE

Whitman 1962

Based on the animated feature about an unescorted cat running around Paris.

\$30 - \$40



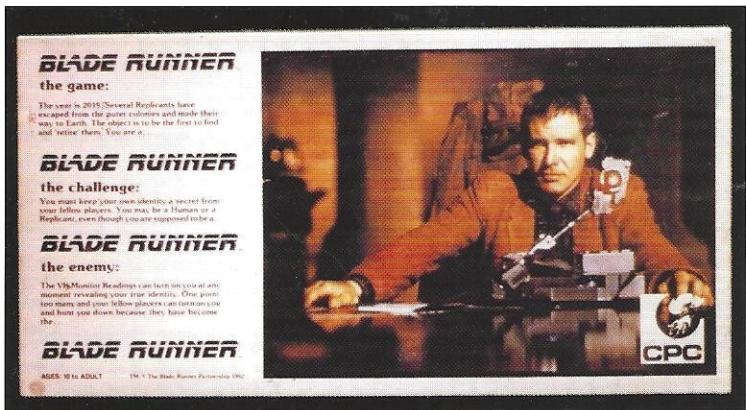
### CINDERFELLA

Dot Records 1960

Based on movie starring Jerry Lewis. This was a record album with a game printed on the back.

Courtesy of Rick Polizzi

\$50 - \$75

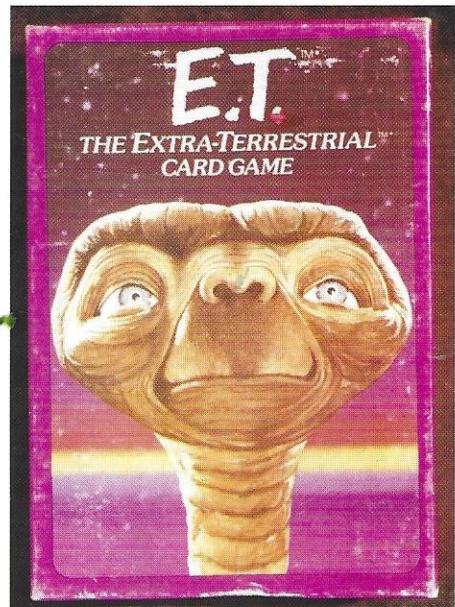


### BLADE RUNNER

CPC 1982

Highly sought after game based on the movie starring Harrison Ford.

\$75 - \$100



### E.T. THE EXTRA-TERRESTRIAL CARD GAME

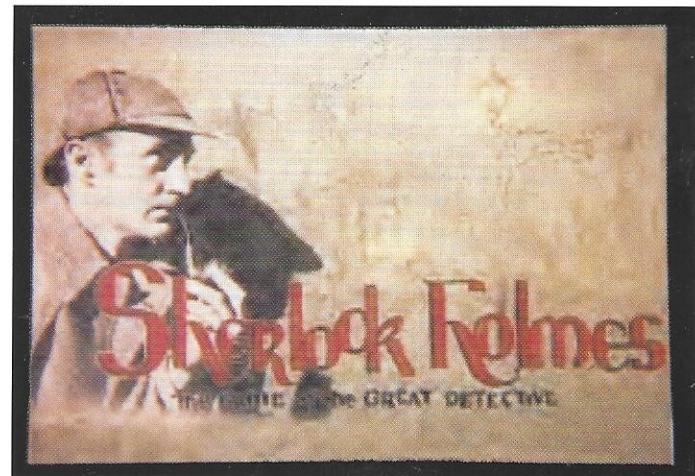
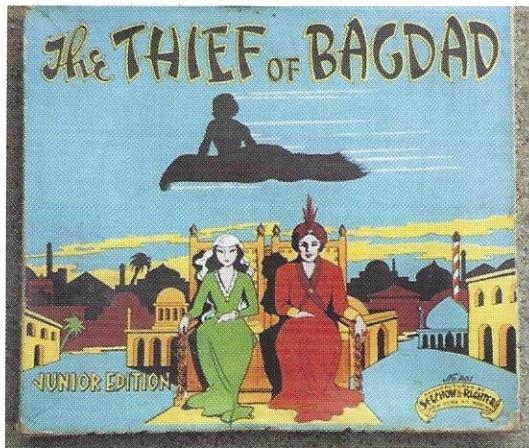
Parker Brothers 1982

Based on the movie. Full size game also available (see first book).

\$10 - \$15

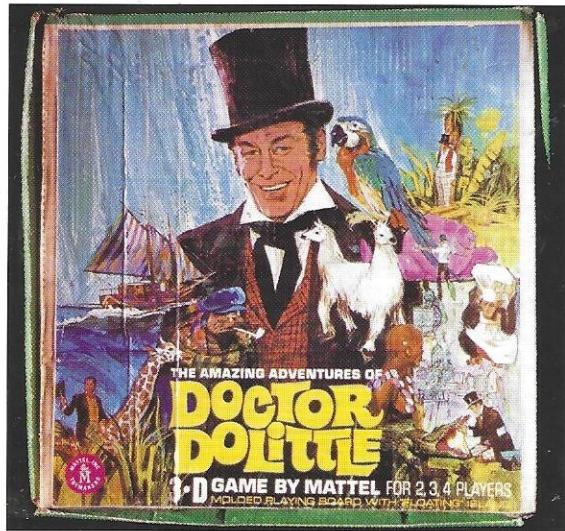
**THE THIEF OF  
BAGDAD**

Selchow and Righter  
1930s  
Scare Junior Edition,  
based on the movie.  
Courtesy of Jeff  
Lowe's  
ExtraVGAMEza  
\$50 - \$60



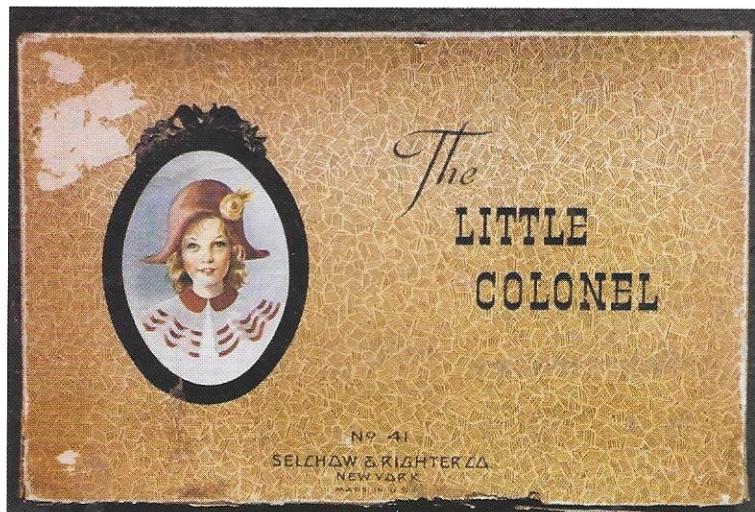
**SHERLOCK HOLMES**

National Games 1940  
Based on the famous detective. Photo cover of actor Basil Rathbone.  
\$150 - \$200



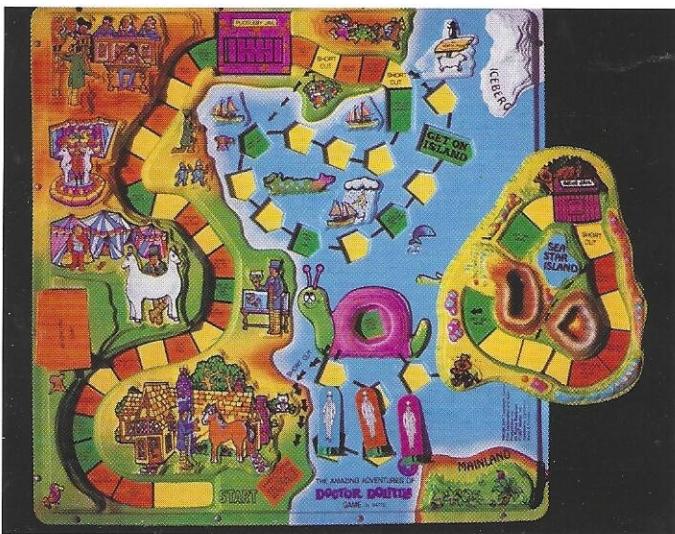
**DOCTOR DOLITTLE**

Mattel 1967  
Based on the movie starring Rex Harrison. Based on  
the 3-D game series which included BARBIE WORLD  
OF FASHION, GENTLE BEN, and MAJOR MATT  
MASON SPACE EXPLORATION GAME.  
\$55 - \$75

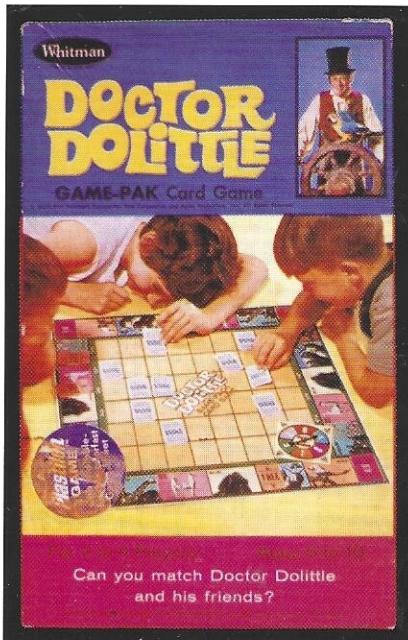


**THE LITTLE COLONEL**

Selchow & Righter 1930  
Although the game says it's based on the famous novel, it's obvious  
it is Shirley Temple, who starred in the movie, on the cover.  
\$75 - \$100

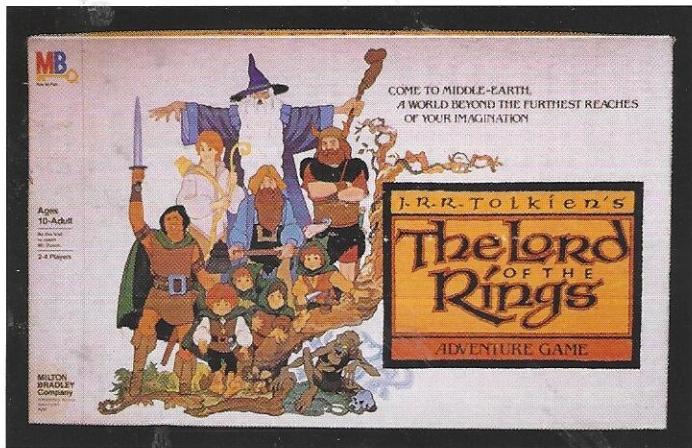


Inside of DOCTOR DOLITTLE.



**DOCTOR DOLITTLE**

Whitman 1967  
Game-Pak Card Game based on  
the movie. With "Plastilon"  
plastic playing board sheet.  
\$25 - \$34

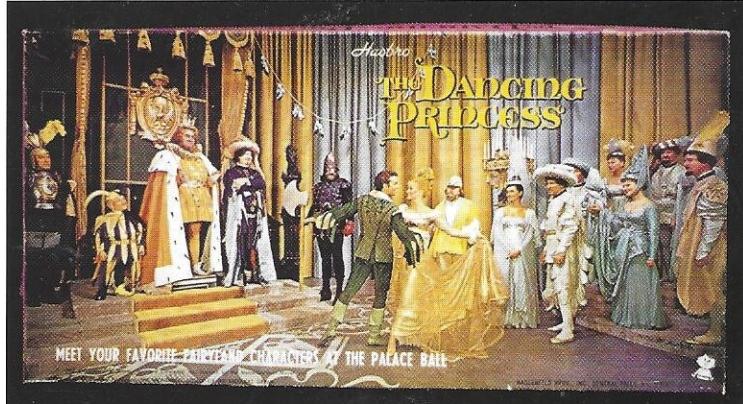


### LORD OF THE RINGS

Milton Bradley 1979

Based on the Ralph Bakshi's animated version of J.R.R. Tolkien's books.

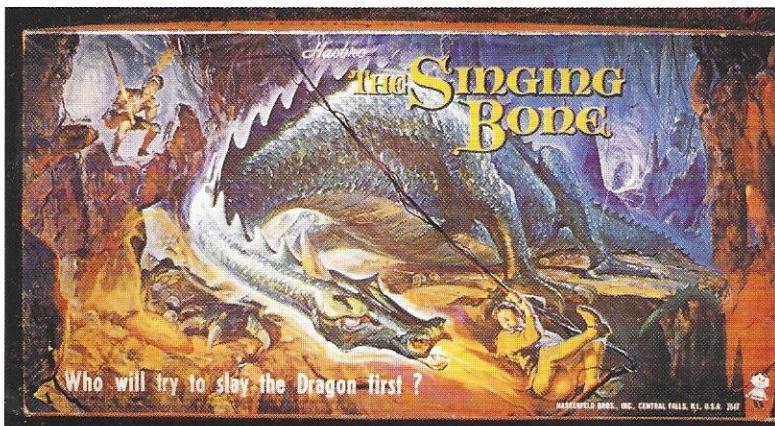
\$25 - \$35



### THE DANCING PRINCESS

Hasbro 1962

\$40 - \$45

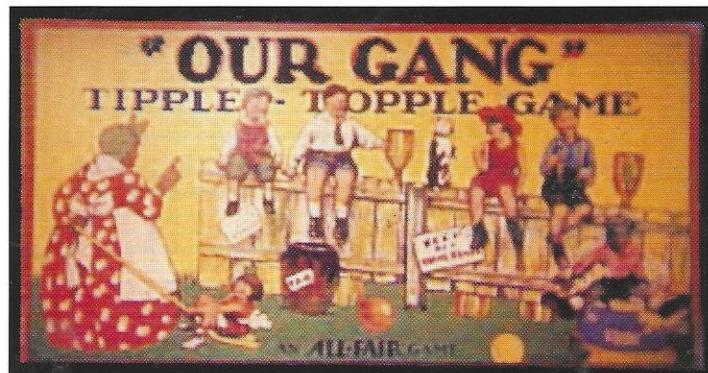


### THE SINGING BONE

Hasbro 1962

One of three games based on segments of the MGM film production of the *World of the Brothers Grimm*. Other games included COBBLER AND THE ELVES and THE DANCING PRINCESS.

\$30 - \$45

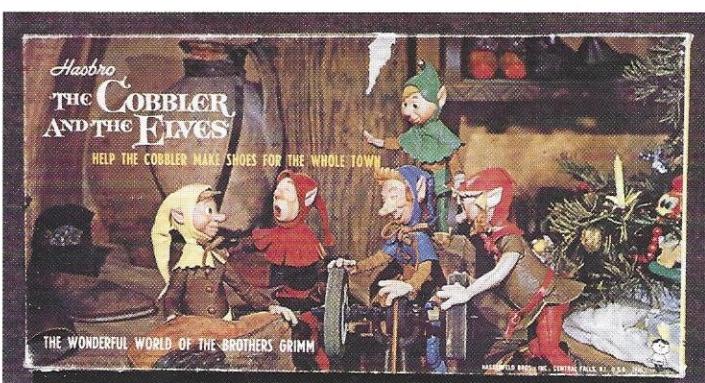


### OUR GANG TIPPLE TOPPLE GAME

All-Fair 1930

Skill and action game in which cardboard cutouts of "Our Gang" are knocked over to reveal points.

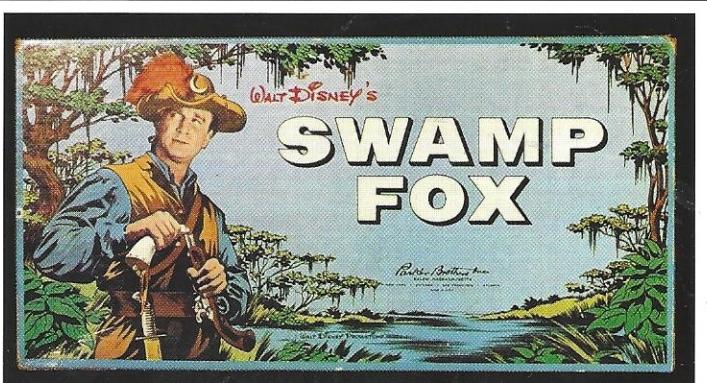
\$250 - \$350



### COBBLER AND THE ELVES

Hasbro 1962

\$25 - \$35

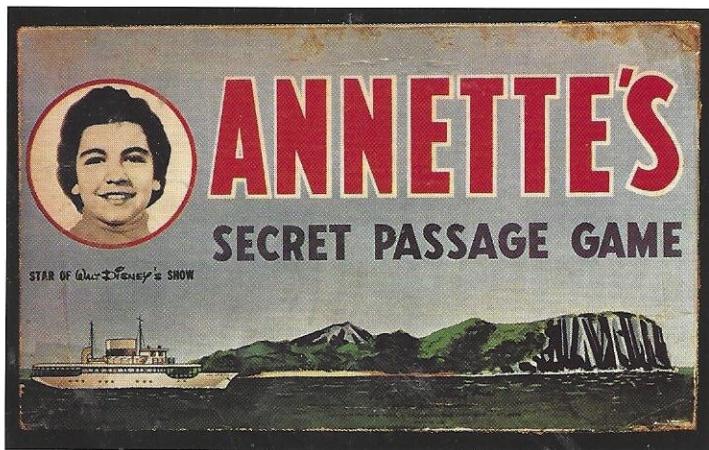


### SWAMP FOX

Parker Brothers 1960

Based on the Disney TV show segments starring Leslie Nielsen.

\$50 - \$60

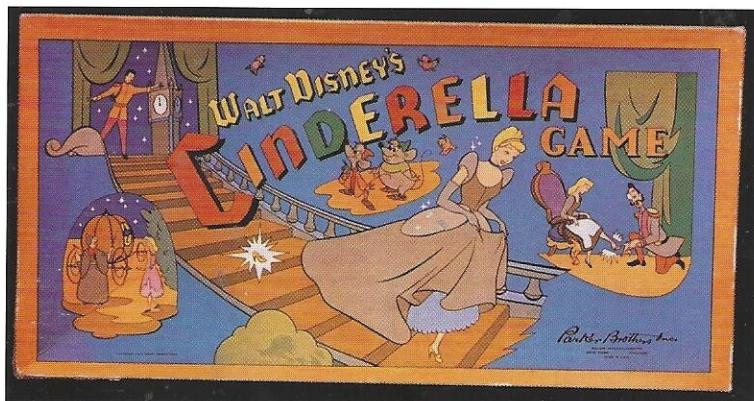


#### ANNETTE'S SECRET PASSAGE GAME

Parker Brothers 1958

Based on the star of the Mickey Mouse Club, Annette Funicello. Scarce game.

\$75 - \$100

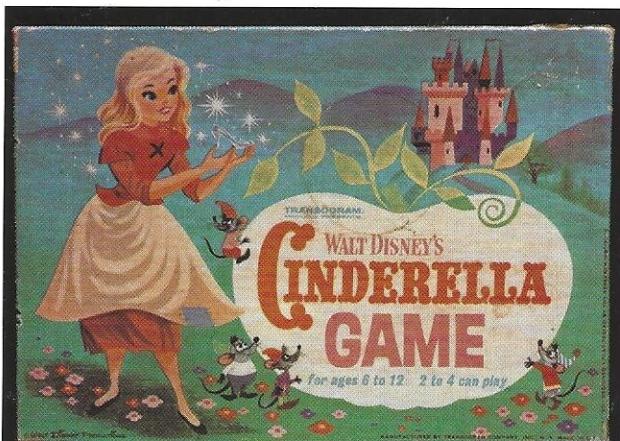


#### WALT DISNEY'S CINDERELLA

Parker Brothers 1950

Based on the classic Disney film. Cinderella's glass slipper was an old MONOPOLY "shoe."

\$55 - \$75

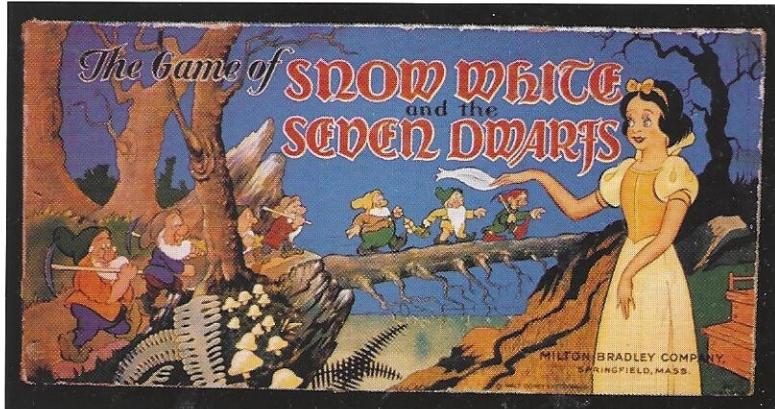


#### WALT DISNEY'S CINDERELLA

Transogram 1960s

Small, simple card game.

\$20 - \$25

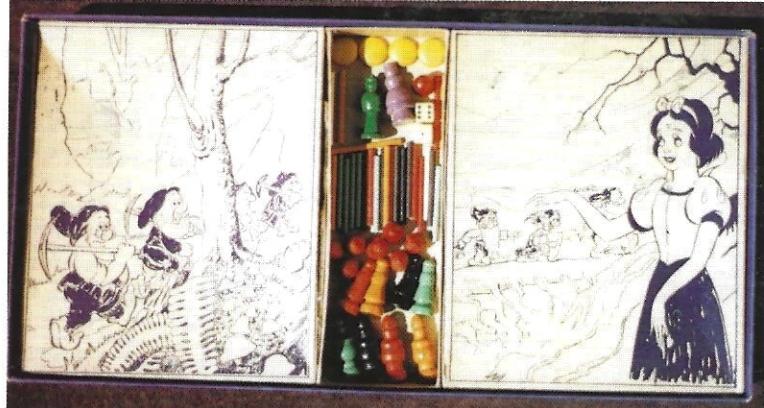


#### SNOW WHITE AND THE SEVEN DWARFS

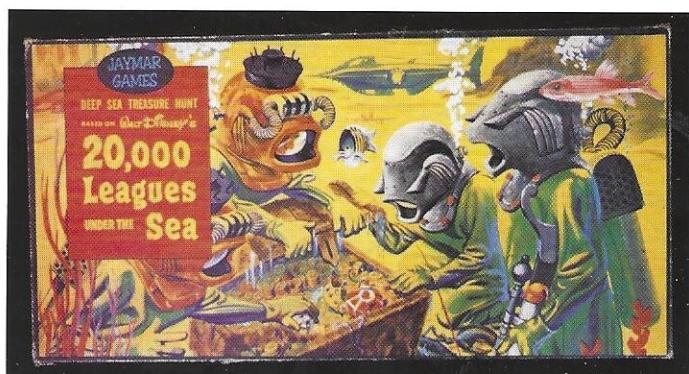
Milton Bradley 1937

Based on the original Disney film. All kinds of neat wood pieces, including a wooden apple.

\$150 - \$200



Inside of SNOW WHITE AND THE SEVEN DWARFS.

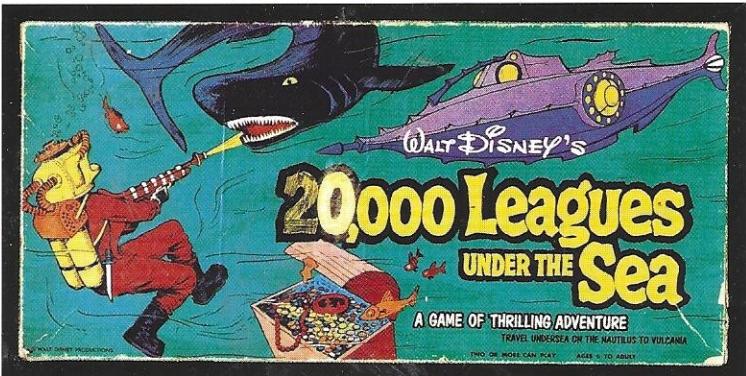


#### WALT DISNEY'S 20,000 LEAGUES UNDER THE SEA

Jaymar Games 1954

Rare game based on the live action Disney film.

\$55 - \$75



**WALT DISNEY'S 20,000 LEAGUES UNDER THE SEA**

Gardner Games 1950s

\$60 - \$75

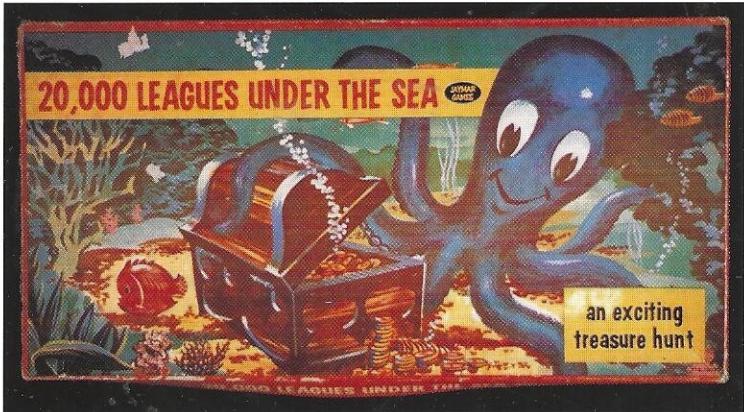


**WALT DISNEY'S PETER PAN**

Transogram 1953

Based on the film.

\$45 - \$55

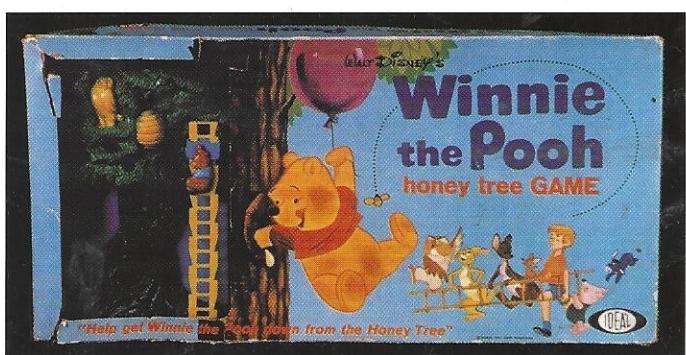


**20,000 LEAGUES UNDER THE SEA**

Jaymar Games 1950s

This version of the game came out after the Disney film had faded.

\$20



**WINNIE THE POOH HONEY TREE GAME**

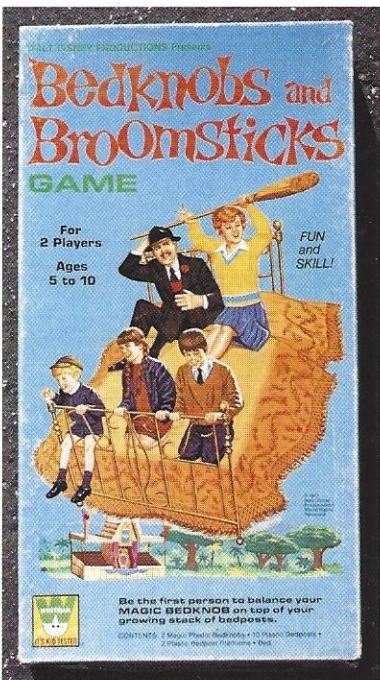
Ideal 1966

"Help Winnie the Pooh down from the honey tree."

Scarce game involving marbles and a honey tree.

Courtesy of Rick Polizzi

\$55 - \$75

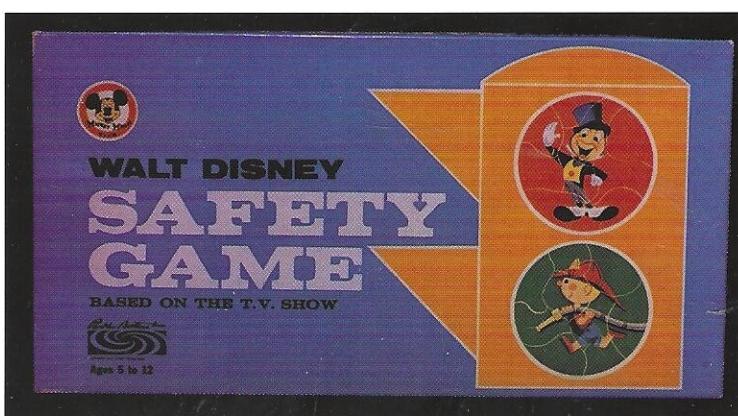


Left:

**BEDKNOBS AND BROOMSTICKS**

Whitman 1971

Based on the animated/live action Disney film starring Angela Lansbury.  
\$30 - \$45

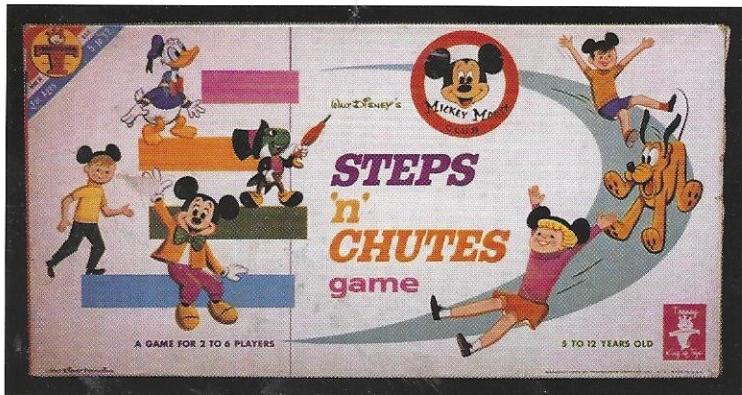


**WALT DISNEY SAFETY GAME**

Parker Brothers 1963

Puzzle game, based on the TV show ("I'm no fool, no sir-ree, I'm going to live to be a hundred and three....").

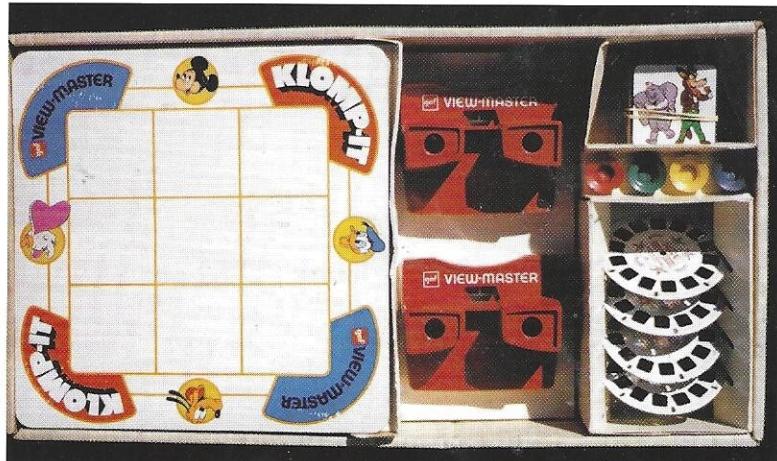
\$30 - \$40



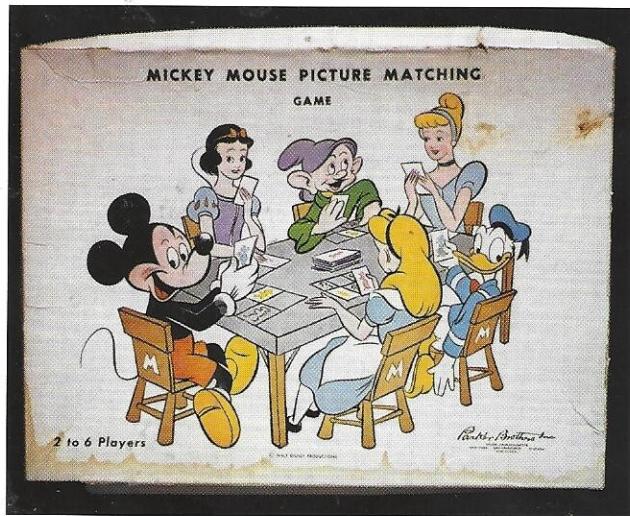
### WALT DISNEY'S STEPS 'N' CHUTES

Transogram 1963

Mickey Mouse Club game of CHUTES AND LADDERS, based on re-runs.  
\$20 - \$25



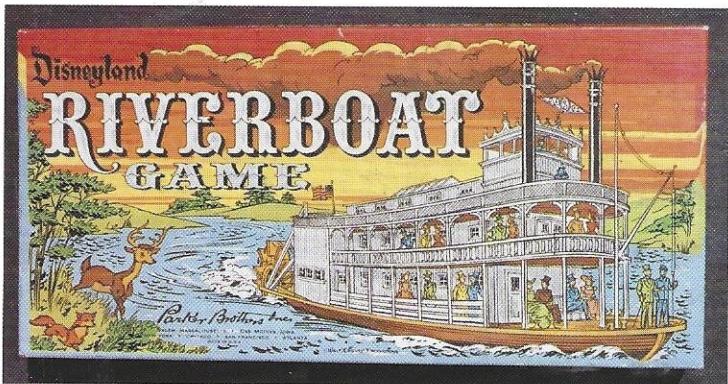
Inside of KLOMP-IT.



### MICKEY MOUSE PICTURE MATCHING GAME

Parker Brothers 1950s

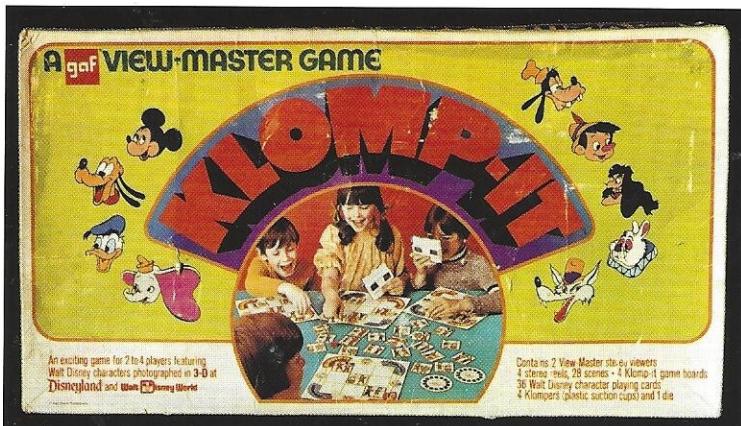
Bizarre, shoddy game by Parker Brothers. I'm not sure if this belongs to a larger set of games.  
\$25 - \$35



### DISNEYLAND RIVERBOAT

Parker Brothers 1960

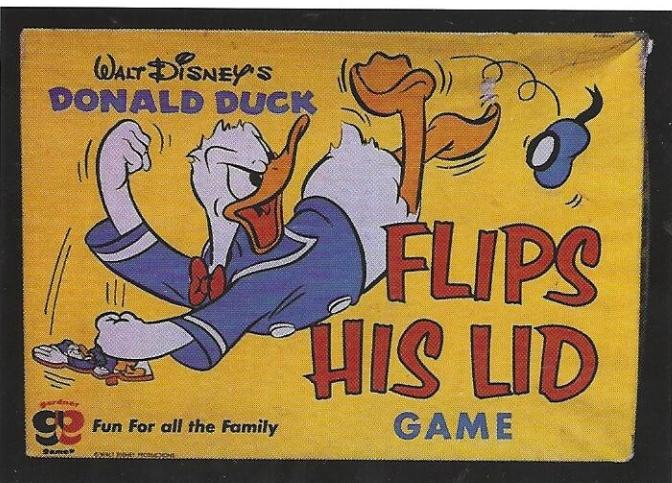
One of series of cheap games sold through the Disneyland park in the 1950s (see first book).  
\$30 - \$40



### KLOMP-IT

Gaf 1972

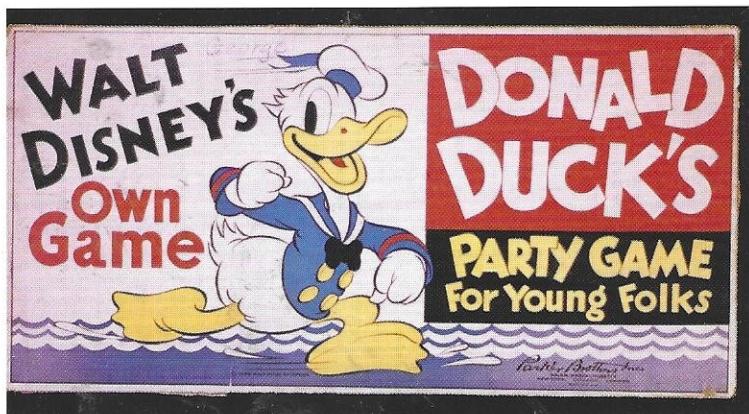
Rare View-Master game. Came with two View-Master viewers. Players used suction cupped wands to "Klomp" the Disney image they needed.  
\$40 - \$50



### WALT DISNEY'S DONALD DUCK FLIPS HIS LID

Gardner Games 1950s

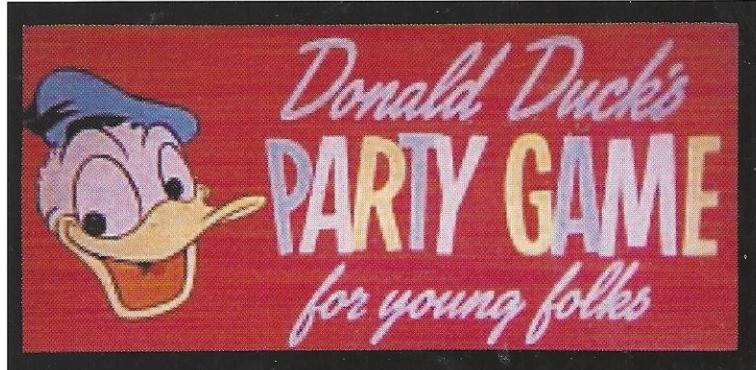
Similar to HATS OFF.  
\$40 - \$50



**WALT DISNEY'S DONALD DUCK'S PARTY GAME**

Parker Brother 1938

\$150 - \$200

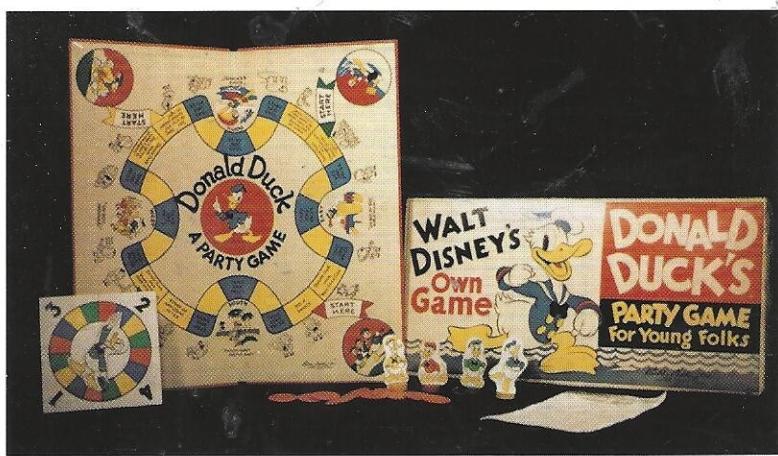


**DONALD DUCK'S PARTY GAME**

Parker Brothers 1950s

Reissue of earlier game.

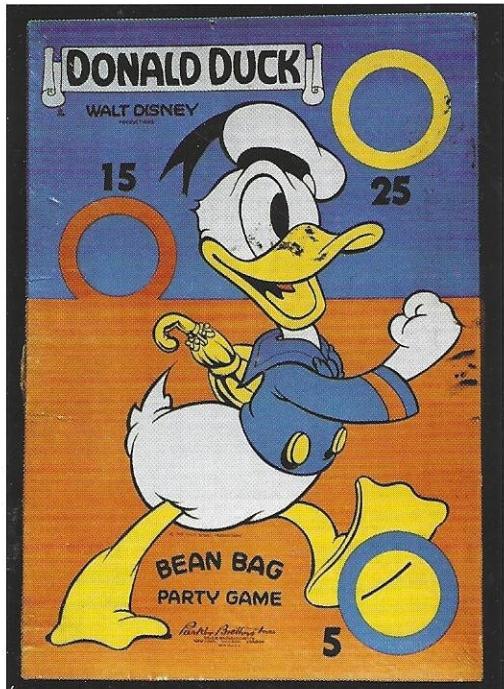
\$35 - \$45



**WALT DISNEY'S DONALD DUCK'S PARTY GAME**

Parker Brothers 1938

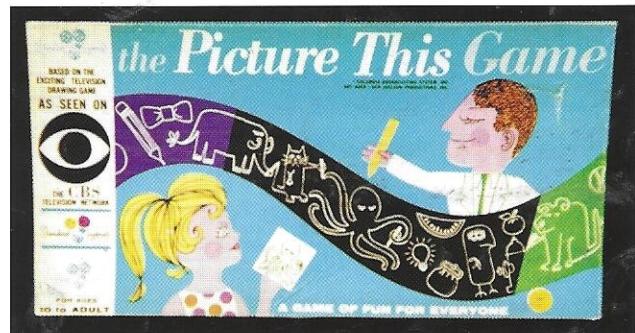
Beautiful early Disney board game. Donald Duck figural spinner, Donald Duck moving pieces in different poses, and a great board showing Donald going through the paces. Object of the game is to collect three "prizes," all the time having to perform inane stunts like "recite your a-b-c's" or "meow like a kitty." The outside box cover apron has a continuous stream of Donald drawings going all around the perimeter. This game was re-issued in the 1950s.



**DONALD DUCK BEAN BAG PARTY GAME**

Parker Brothers 1939  
Very large bean bag toss game.

\$150 - \$200



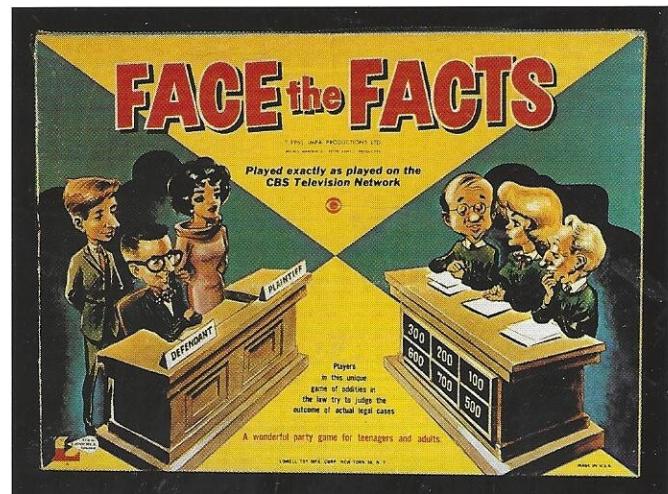
**PICTURE THIS**

Standard Toykraft 1963

Based on the CBS game show. Very rare game.

Courtesy of Matt Ottinger

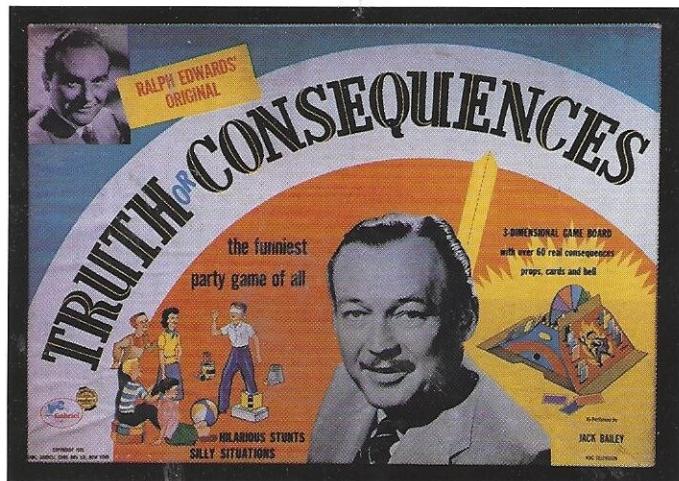
\$65 - \$85



**FACE THE FACTS**

Lowell 1961

"Played exactly as played on the CBS Television Network." Wally Wood cover.  
\$50 - \$65



### TRUTH OR CONSEQUENCES

Gabriel 1955

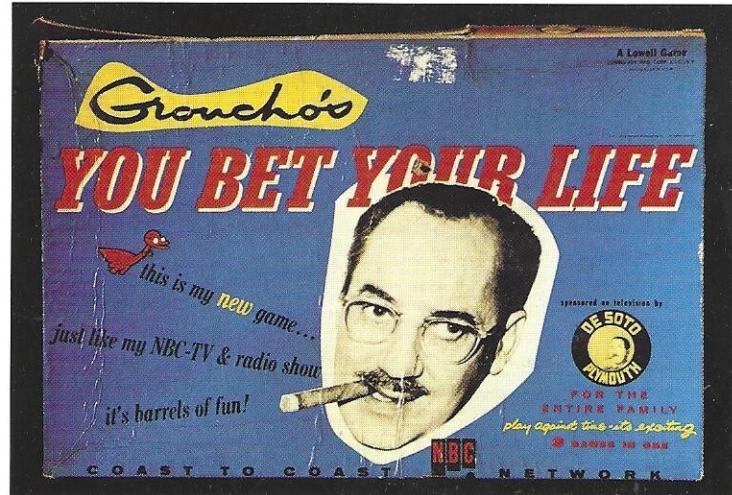
\$75 - \$100



### TRUTH OR CONSEQUENCES

Gabriel 1955

"The Funniest Party Game of All." Jack Bailey took over the game from Ralph Edwards when the show moved to NBC, and this home game is from that period. In this elaborate game, players are read a silly question from the "Truth" side of the wheel, and must answer. If they cannot, they pick a humiliating stunt from the "Consequences" side. And so on and so forth. Beautiful game.

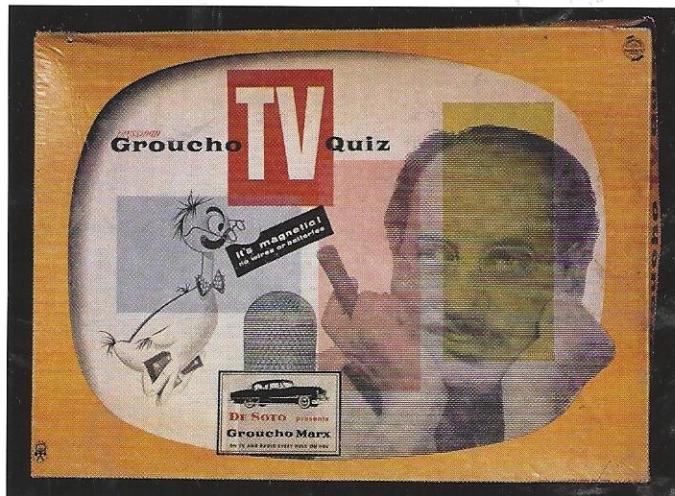


### GROUCHO'S YOU BET YOUR LIFE

Lowell 1955

Based on the NBC TV show featuring Groucho Marx. Came with a huge timer emblazoned with Groucho's face.

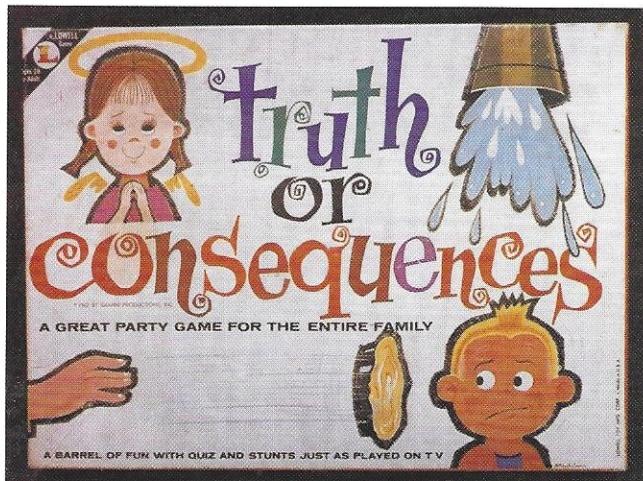
\$75 - \$100



### GROUCHO TV QUIZ

Pressman 1954

\$150 - \$200

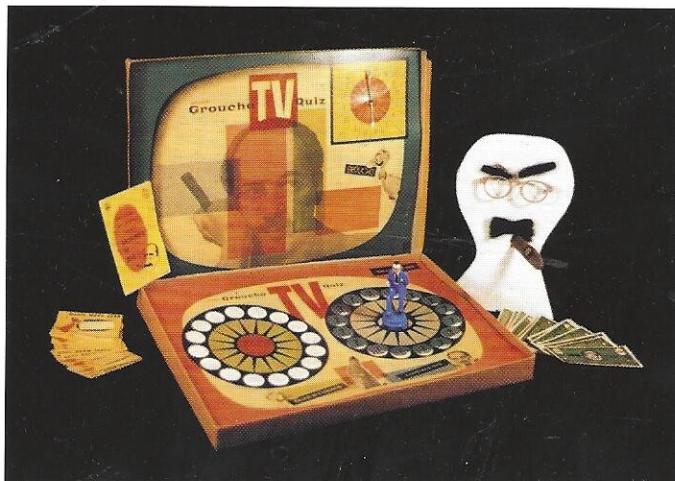


### TRUTH OR CONSEQUENCES

Lowell 1962

Rare version of the game by this company.

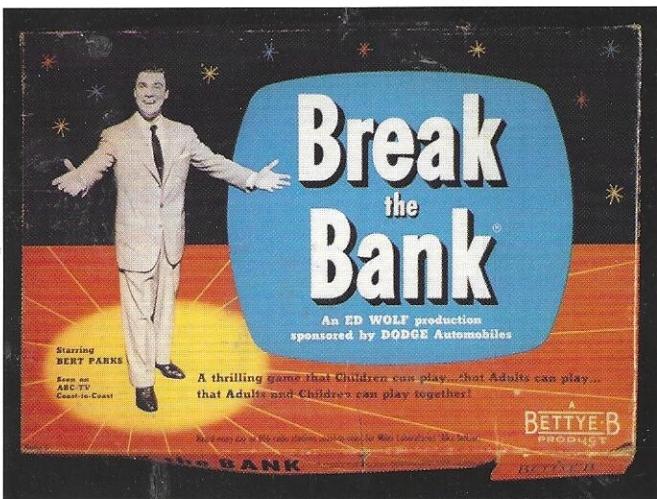
\$55 - \$75



### GROUCHO TV QUIZ

Pressman 1954

Gorgeous game based on the NBC TV game show starring Groucho Marx. It's a simple game, but very fun. You point the tiny plastic Groucho figure (complete with cigar) to the question, and when placed on the answer circle, points to the correct response. It's magic! Believe it or not, the game came with fake Groucho mustache, eyebrows, glasses, and cigar for the "M.C" to wear.

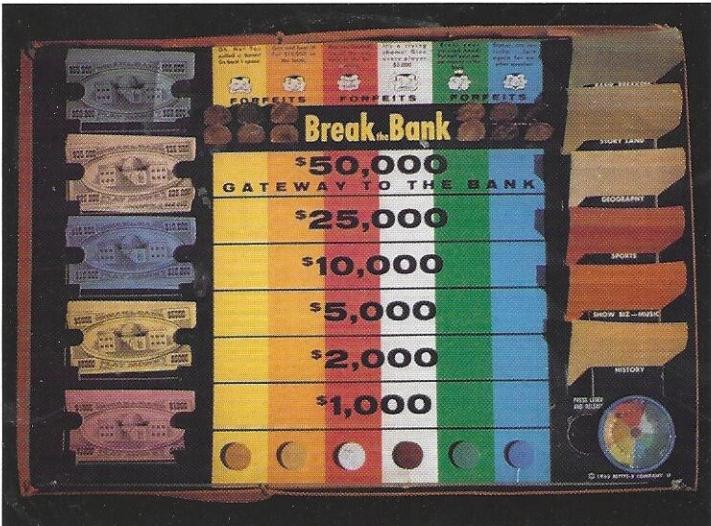


### BREAK THE BANK

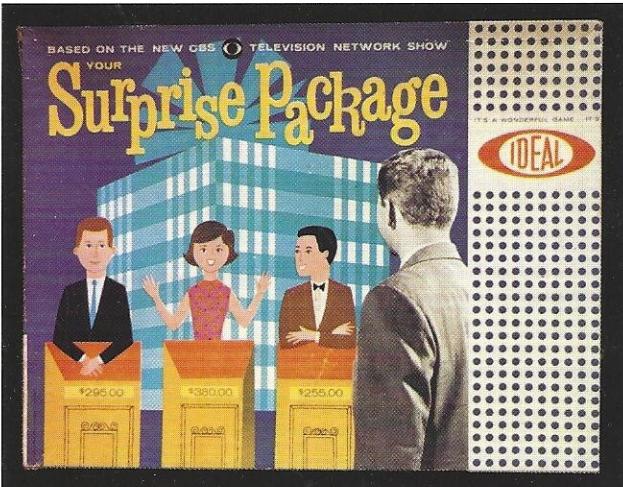
Bettye-B 1955

Based on the ABC TV show featuring Bert Parks. This is the first edition of the game, with metal coins (see first book).

\$55 - \$75



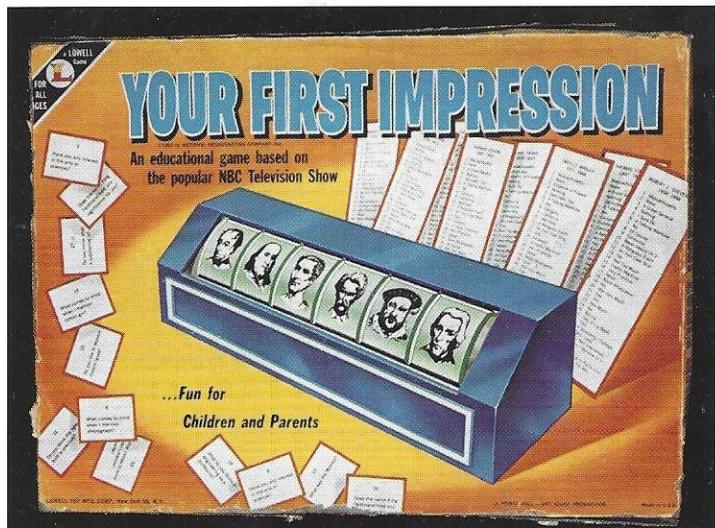
Inside of BREAK THE BANK.



### YOUR SURPRISE PACKAGE

Ideal 1961

Based on the CBS TV show featuring players vying to guess the contents of a "surprise package." Rare game.  
\$65 - \$85

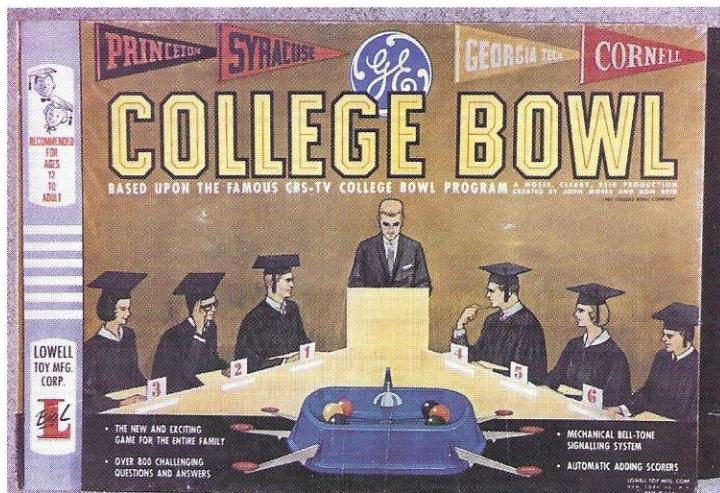
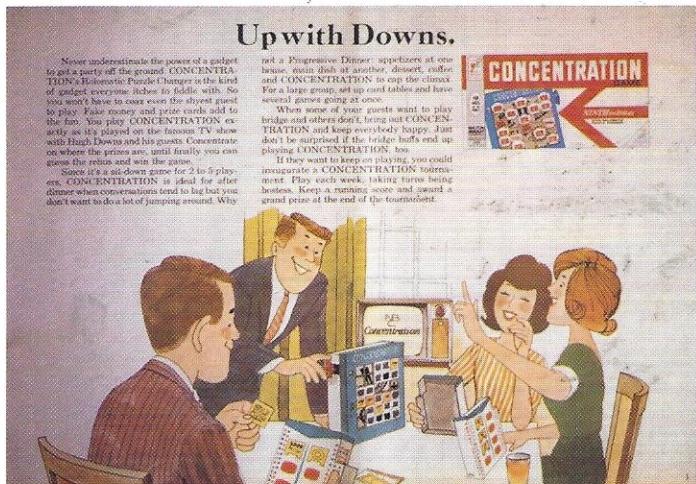


### YOUR FIRST IMPRESSION

Lowell 1962

"Educational game based on the popular NBC Television Show."

\$40 - \$50



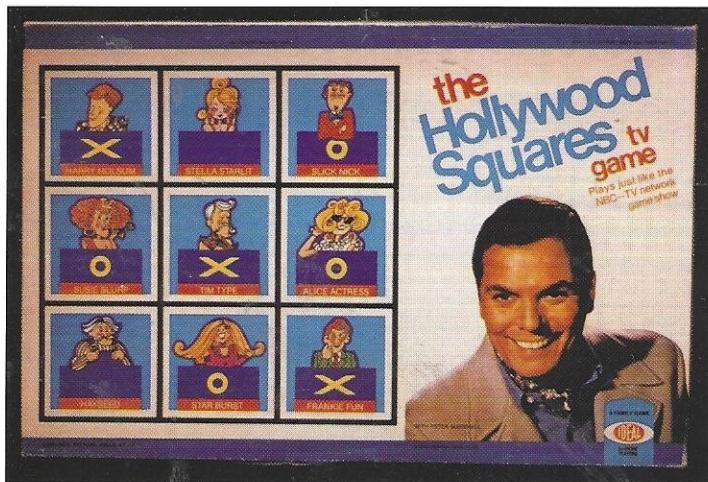
### COLLEGE BOWL

Lowell 1962

Based on the "Famous CBS-TV College Bowl Program," JEOPARDY for college students.

Courtesy of Rick Polizzi

\$40 - \$50

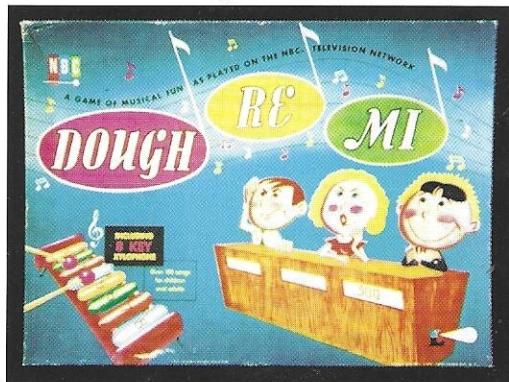


### HOLLYWOOD SQUARES

Ideal 1974

2nd version of this NBC game show (see first book).

\$20 - \$25



### DOUGH RE MI

Lowell 1960

Based on the NBC game show. This rare and desirable game came with a toy xylophone to pound out the many tunes.

Courtesy of Matt Ottinger

\$75 - \$100



### THE SKY'S THE LIMIT

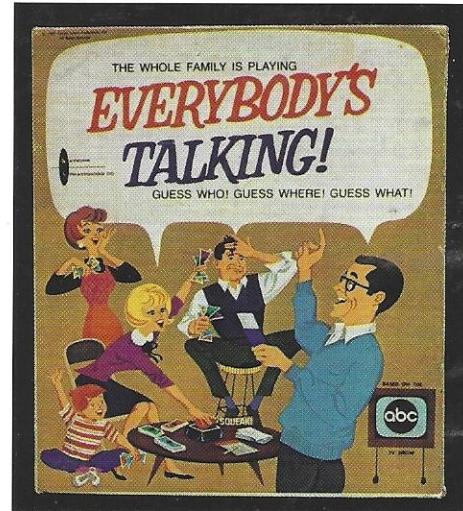
Kohner 1955

Based on the NBC TV show featuring Gene Rayburn.

Very rare game had players performing hilarious stunts.

Courtesy of Matt Ottinger

\$75 - \$100

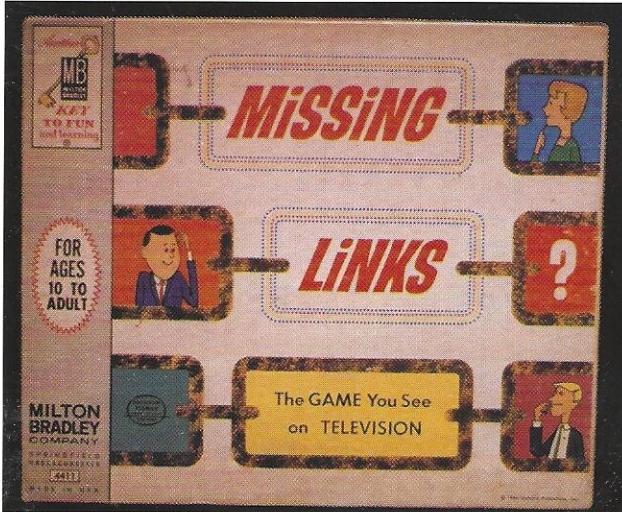


### EVERYBODY'S TALKING!

Watkins-Strathmore Co. 1967

Based on the ABC TV game show.

\$15 - \$25



### MISSING LINKS

Milton Bradley 1964

Proudly advertised as "The Game You See on Television."

\$15 - \$20



### THE MATCH GAME

Milton Bradley 1963

Second Edition of the "Fun Packed TV Show" (see first book).

\$15 - \$20

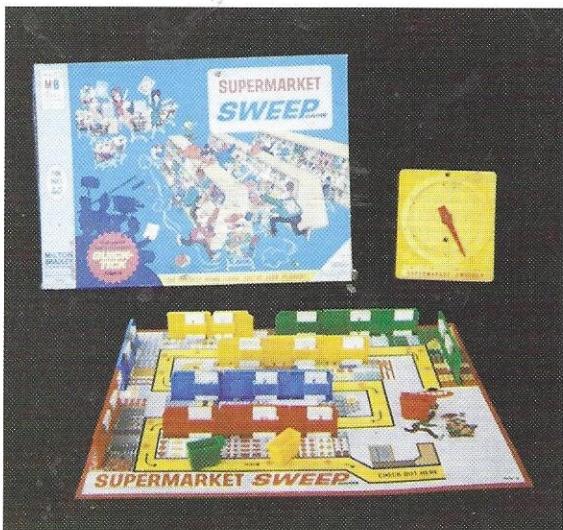


### SUPERMARKET SWEEP

Milton Bradley 1966

Courtesy of Matt Ottinger

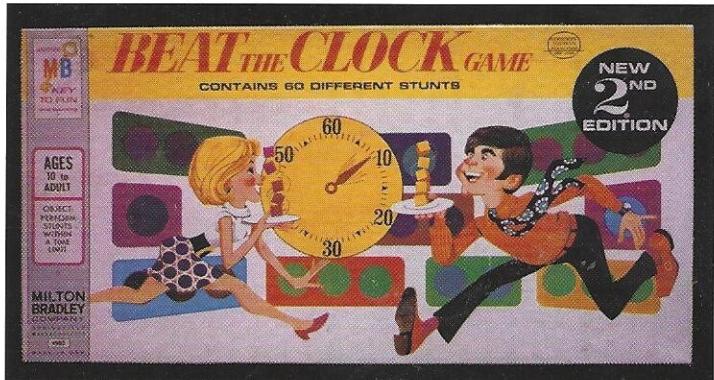
\$55 - \$65



### SUPERMARKET SWEEP

Milton Bradley 1966

Based on the TV show where contestants ran down supermarket aisles grabbing items. Players answer questions to win time to "power shop." Player with the biggest total "purchase" is the winner. Came with "Quick-Tick" Timer.

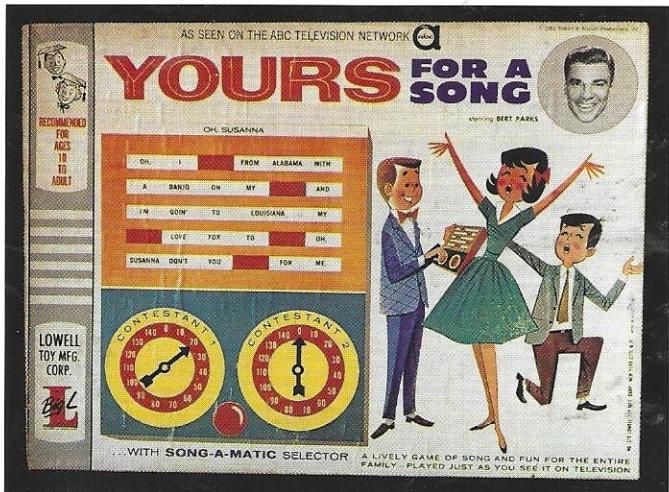


### BEAT THE CLOCK

Milton Bradley 1969

"New 2nd Edition." New version of the new version of the old game (see first book).

\$15 - \$20

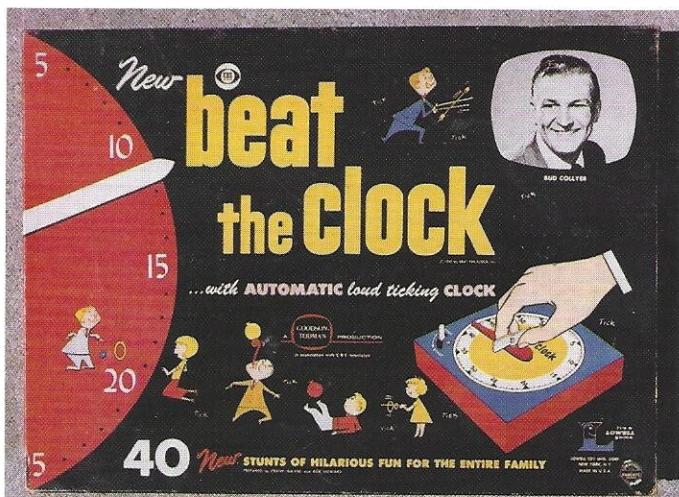


### YOURS FOR A SONG

Lowell 1961

Based on the ABC game show starring Bert Parks. The game had players singing for their suppers.

\$35 - \$45



### BEAT THE CLOCK

Lowell 1959

Based on the TV game show of stunt hijinx. This game was a re-release of the earlier 1954 edition (see first book).

Courtesy of Rick Polizzi

\$35 - \$45



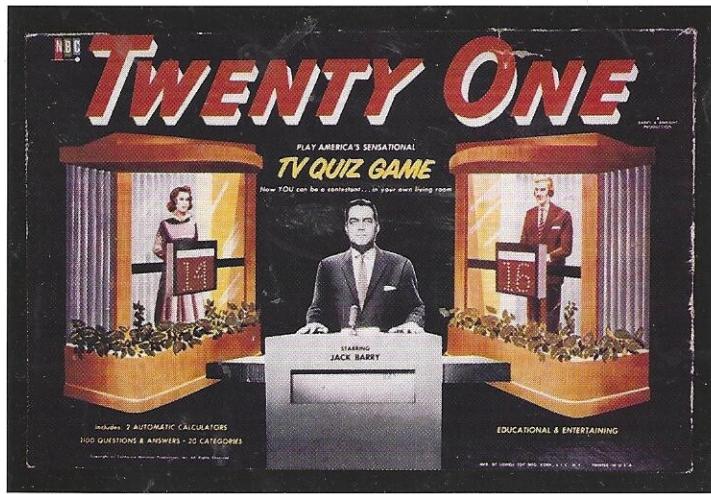
### WINDOW SHOPPING

Lowell 1961

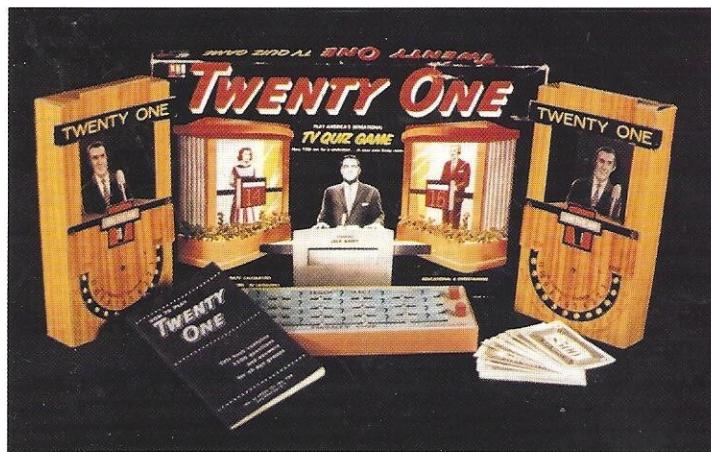
Based on the very rare TV game show game.

Courtesy of Matt Ottinger

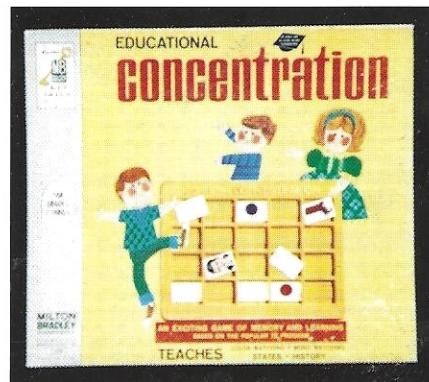
\$65 - \$85



**TWENTY ONE**  
Lowell 1956  
\$55 - \$75



**TWENTY ONE**  
Lowell 1956  
Based on the NBC TV quiz game show that created the game show scandals of the 1950s. Beautifully made game included questions, answers, money, and two sound-proof booths, complete with contestants.

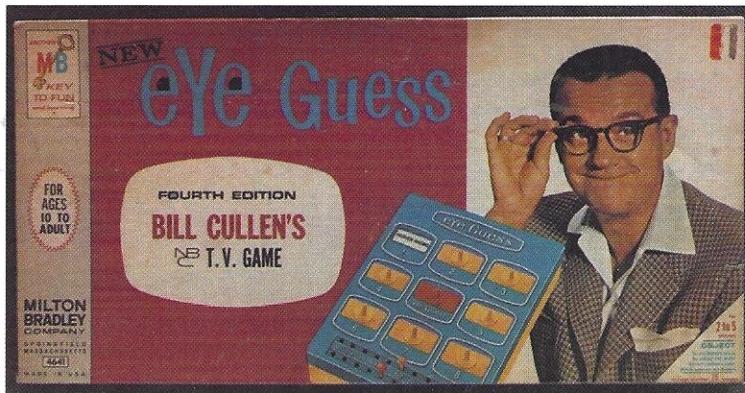


**EDUCATIONAL CONCENTRATION**  
Milton Bradley 1964  
Rare children's edition of the classic game show.  
Courtesy of Matt Ottinger  
\$25 - \$35

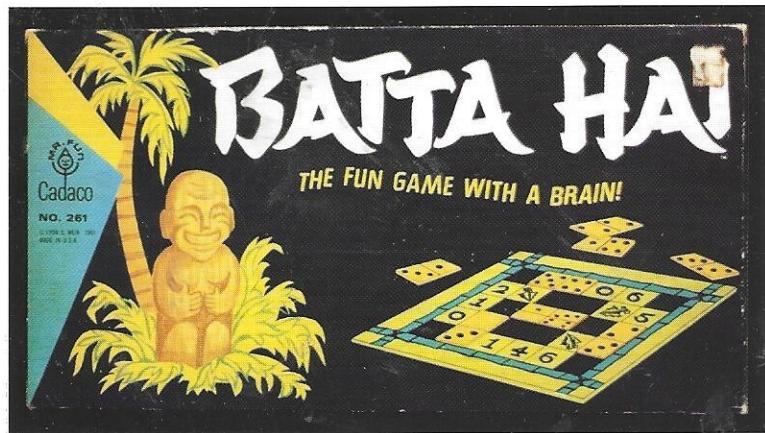


**EDUCATIONAL PASSWORD**  
Milton Bradley 1962  
Another rare children's edition.  
\$25 - \$35

**EDUCATIONAL PASSWORD**  
Milton Bradley 1970s  
Another, later version of the children's edition.  
Above two games courtesy of Matt Ottinger  
\$15 - \$20



**EYE GUESS**  
Milton Bradley 1969  
Fourth and final edition of Bill Cullen's NBC TV game show (see first book).  
\$15 - \$20

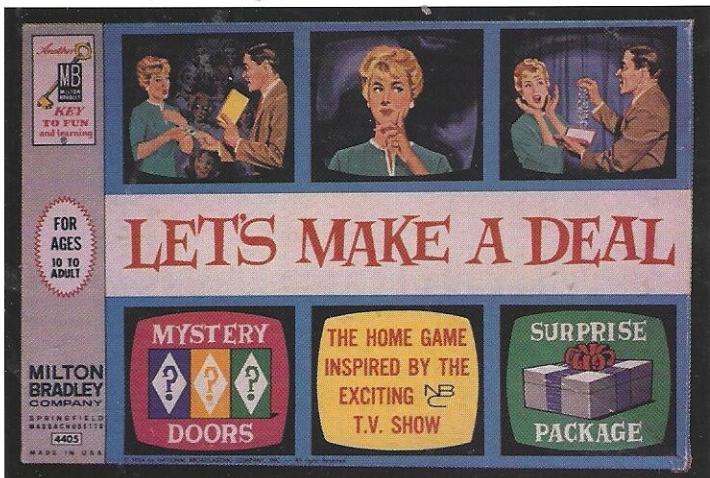


### BATTA HAI

Cadaco 1966

Box claims it's the "Home Edition of the Exciting TV Game." Domino style game. "Batta Hai" is what you cry when you win.

\$25 - \$35

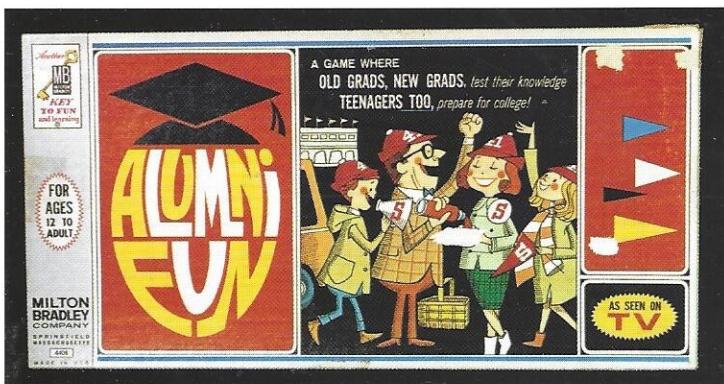


### LET'S MAKE A DEAL

Milton Bradley 1964

Scarce first version of the NBC TV show.

\$30 - \$40

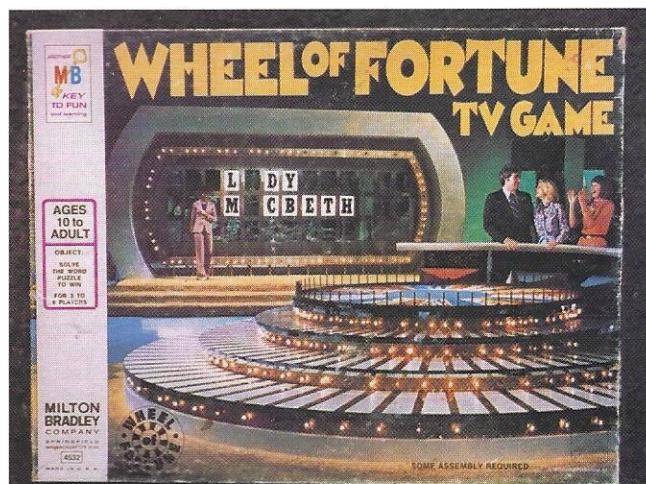


### ALUMNI FUN

Milton Bradley 1964

Trivia game "As Seen on TV."

\$15 - \$25

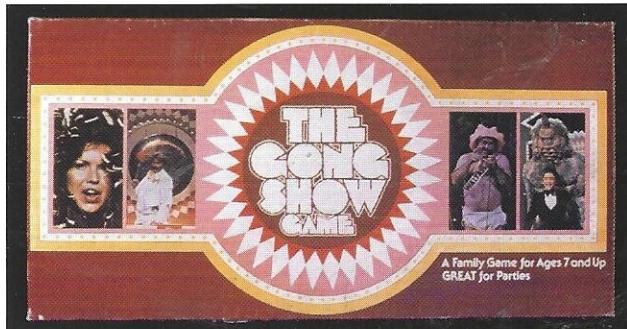


### WHEEL OF FORTUNE TV GAME

Milton Bradley 1975

First game based on the popular TV show.

\$10 - \$15



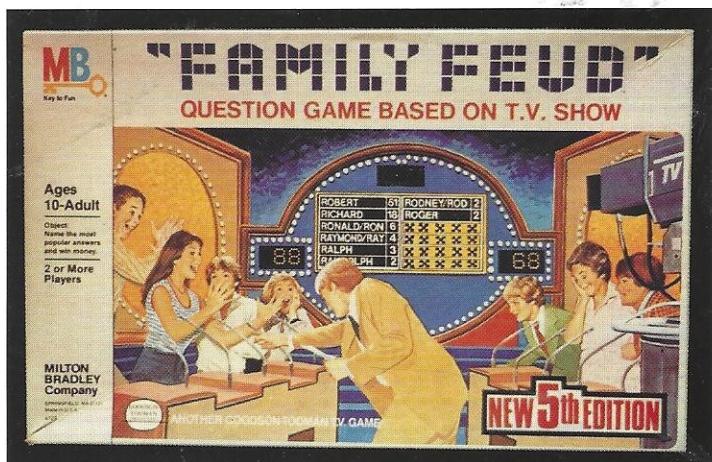
### THE GONG SHOW

American 1977

Yes, they even made a game from this abysmal show.

Courtesy of Rick Polizzi

\$20 - \$30

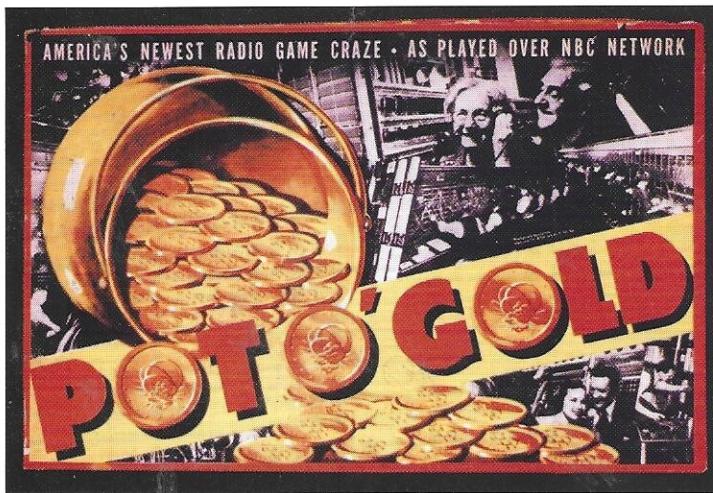


### FAMILY FEUD

Milton Bradley 1979

Fifth edition of popular TV show.

\$5 - \$8

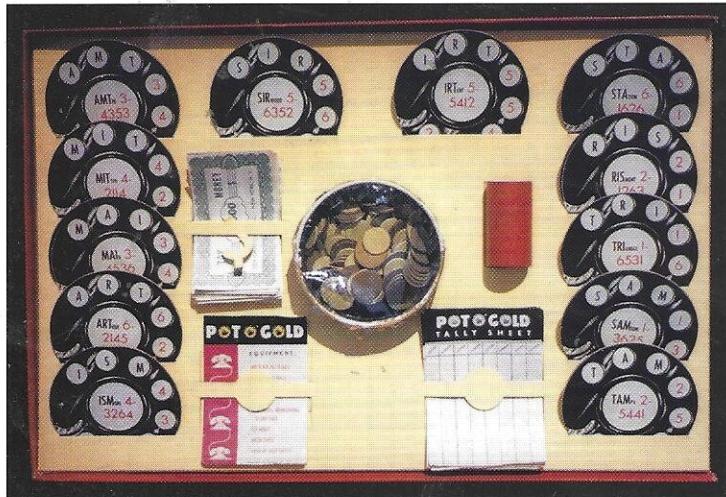


POT O' GOLD

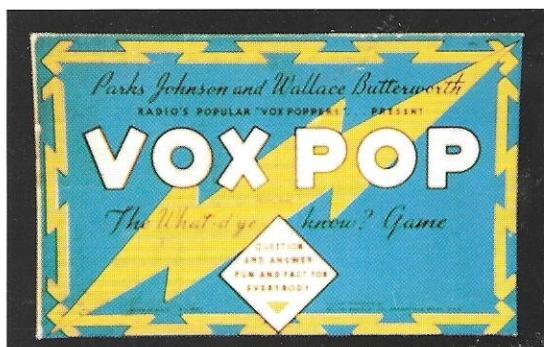
Toy Creation 1940

Based on the NBC radio program. Basically a bingo game, as players vie to have their "exchange" numbers rolled on the special dice, and eventually "dial" their number.

\$75 - \$100



Inside of POT O' GOLD.



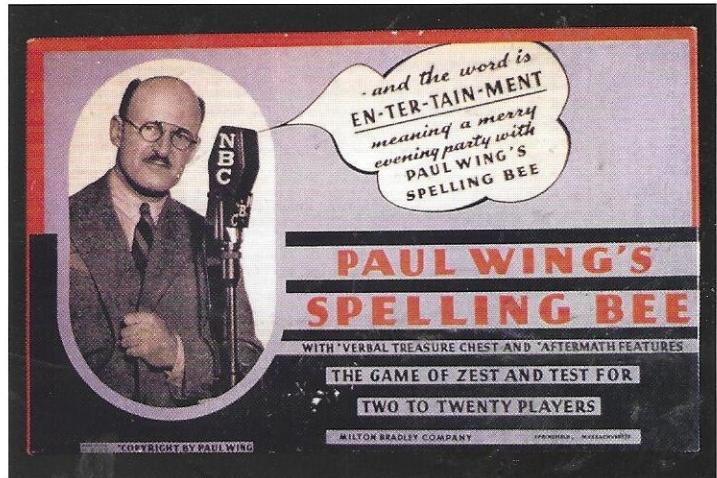
VOX POP

Milton Bradley | 1938

Original edition of the game. Game utensils for this game are identical to PAUL WING'S SPELLING BEE.

Courtesy of Matt Ottinger

\$30 - \$40

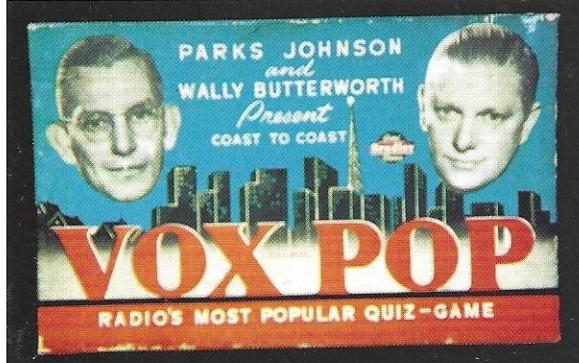


## PAUL WING'S SPELLING BEE

Milton Bradley 1938

Based on the radio show. One of the first "game shows" in any sense. Rare game.

~~\$75 - \$100~~



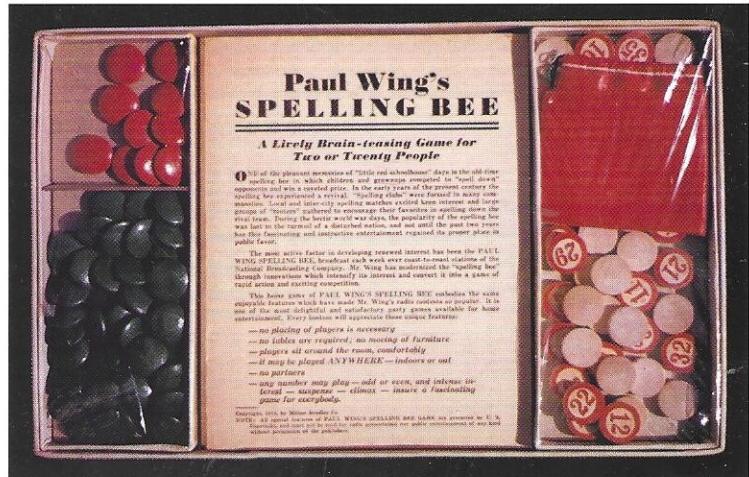
VOX POP

Milton Bradley 1938

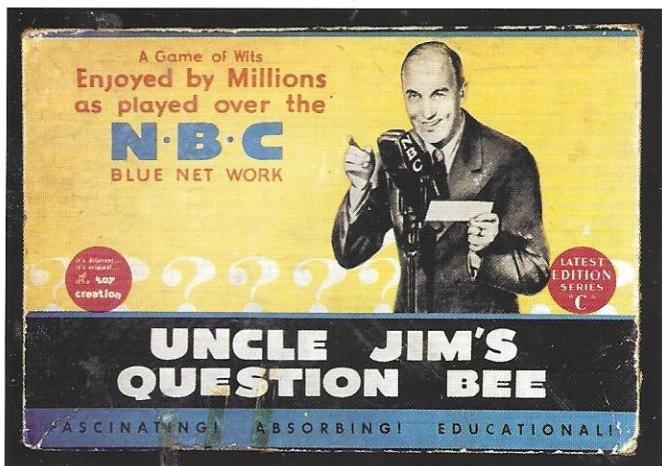
Second version of "Radio's Most Popular Quiz-Game."

*Courtesy of Matt Ottinger*

\$30 - \$40



## Inside of PAUL WING'S SPELLING BEE.



## **UNCLE JIM'S QUESTION BEE**

Toy Creations 1938

Along with PAUL WING'S SPELLING BEE, one of the first game shows. "Latest Edition, Series C." \$40 - \$50

\$40 - \$50



## **TAKE IT OR LEAVE IT!**

Zondine 1942

Based on the radio game from a rare game company.

This is the original "\$64 question" program.

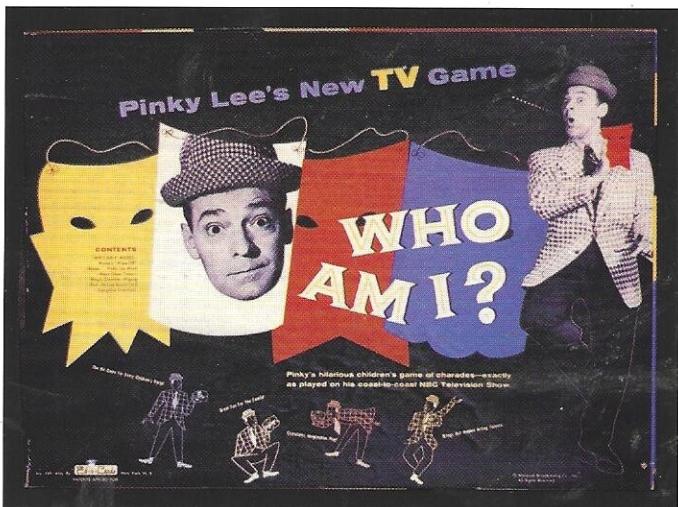
\$30 - \$40



## CAPTAIN KANGAROO PARADE AROUND THE TREASURE HOUSE

Transogram 1970

~~Wansograv~~

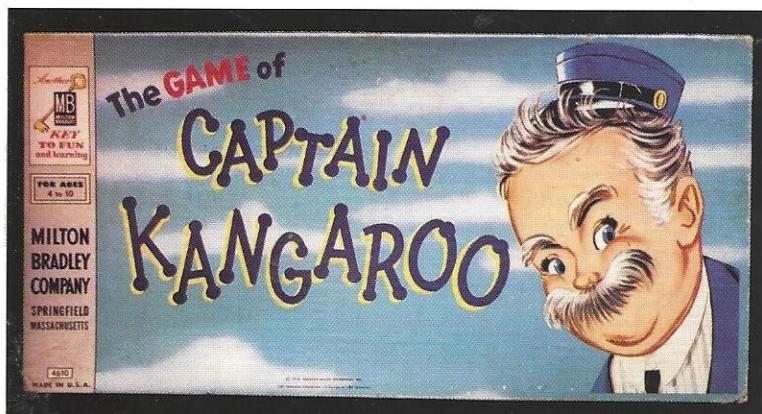


WHO AM I?

Ed-U-Cards 1954

Based on children's show host, Pinky Lee. Neat cut out masks.

\$50 - \$75

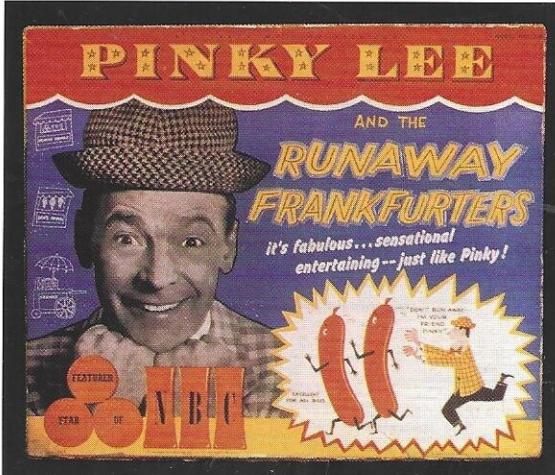


## CAPTAIN KANGAROO

Milton Bradley 1956

Based on the CBS children's show. Beautiful board and playing pieces.

\$55 - \$65

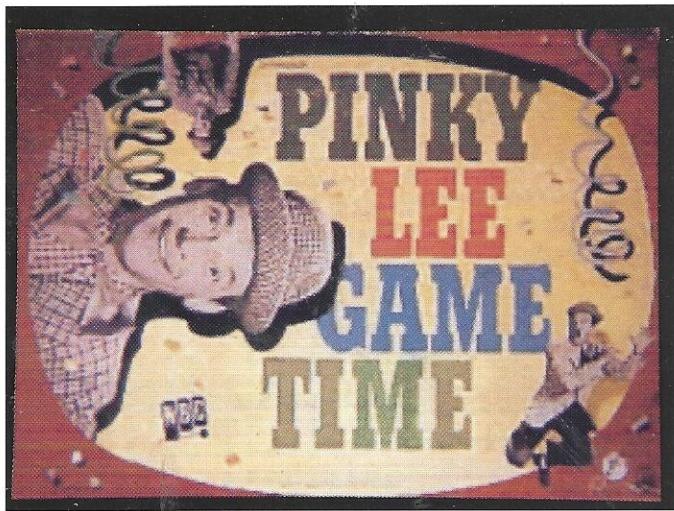


PINKY LEE AND THE RUNAWAY FRANKFURTHERS

Lisbeth-Whiting 1954

Cool miniature weiners!

Courtesy of Rick Polizzi



**PINKY LEE GAME TIME**

Pressman 1955

Everything you needed for a fun time!

\$55 - \$65

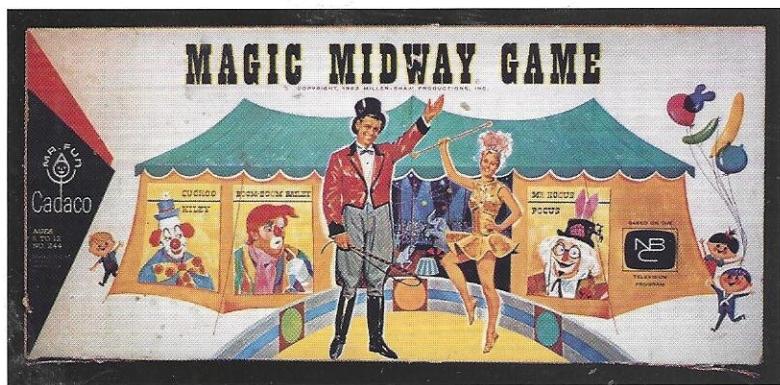


**LAUREL AND HARDY**

Transogram 1962

Based on the animated series by Bozo The Clown Larry Harmon.

\$75 - \$100

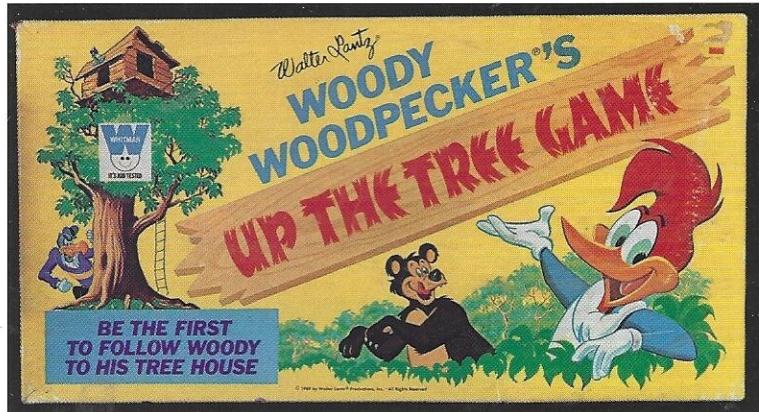


**MAGIC MIDWAY**

Cadaco 1962

Based on the NBC children's TV show. Cool Midway "tickets."

\$30 - \$40

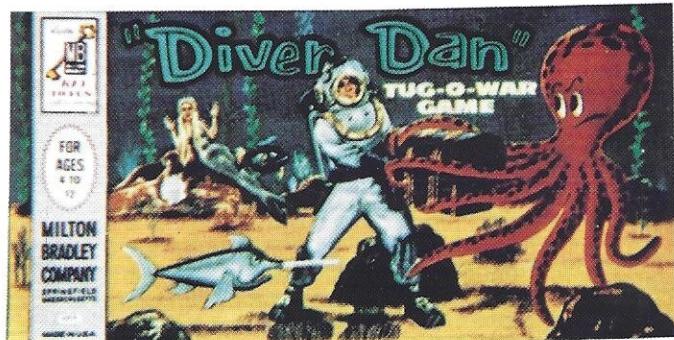


**WOODY WOODPECKER'S UP THE TREE**

Whitman 1967

One of many games based on the Walter Lantz character.

\$25 - \$30



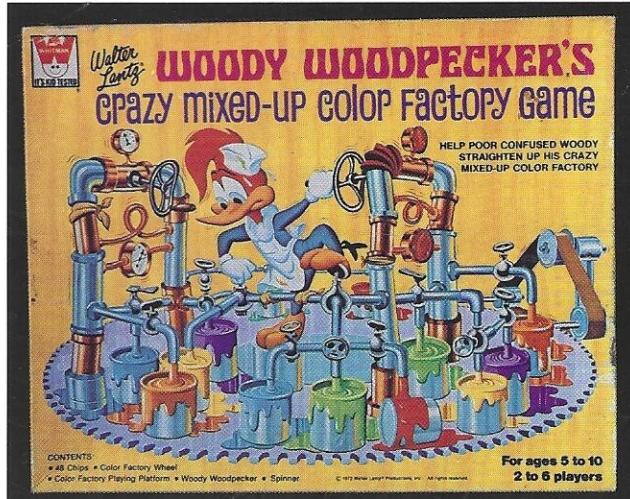
**DIVER DAN TUG-O-WAR GAME**

Milton Bradley 1961

Based on the Saturday morning TV show.

Courtesy of Rick Polizzi

\$40 - \$55

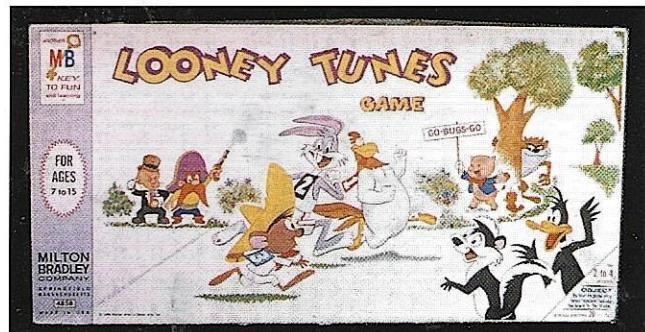


**WOODY WOODPECKER'S CRAZY MIXED-UP COLOR FACTORY**

Whitman 1972

"Help poor confused Woody straighten up his crazy mixed-up color factory." Obscure game.

\$30 - \$40



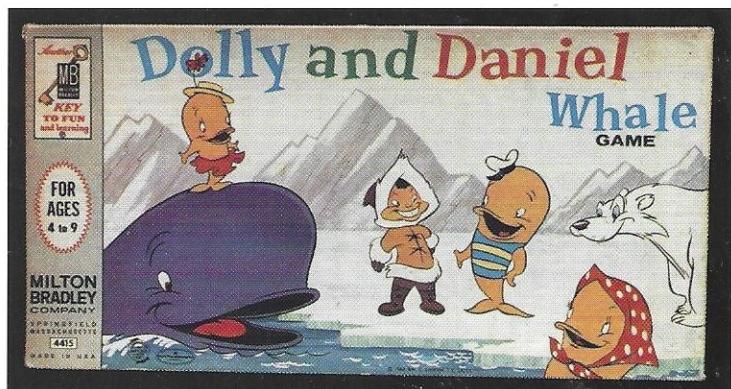
#### LOONEY TUNES GAME

Milton Bradley 1968

Based on the Warner Brothers characters.

Courtesy of Rick Polizzi

\$45 - \$55

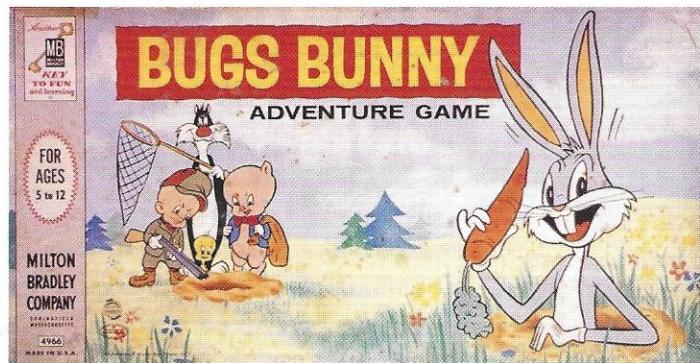


#### DOLLY AND DANIEL WHALE

Milton Bradley 1963

Based on an obscure TV cartoon.

\$40 - \$50

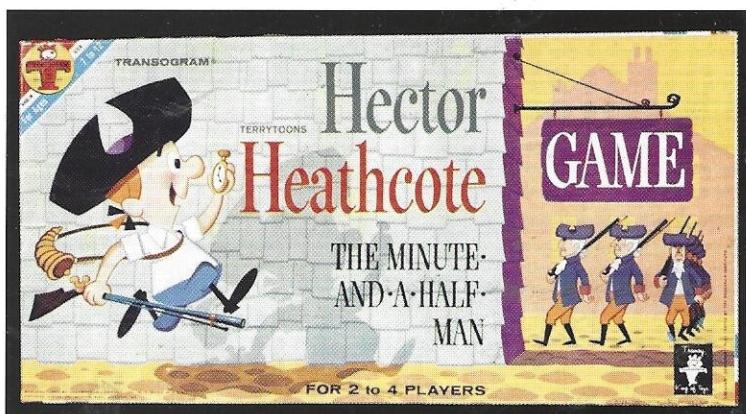


#### BUGS BUNNY ADVENTURE GAME

Milton Bradley 1961

Early Bugs game. Great cover.

\$35 - \$45



#### HECTOR HEATHCOTE

Transogram 1963

\$150 - \$200

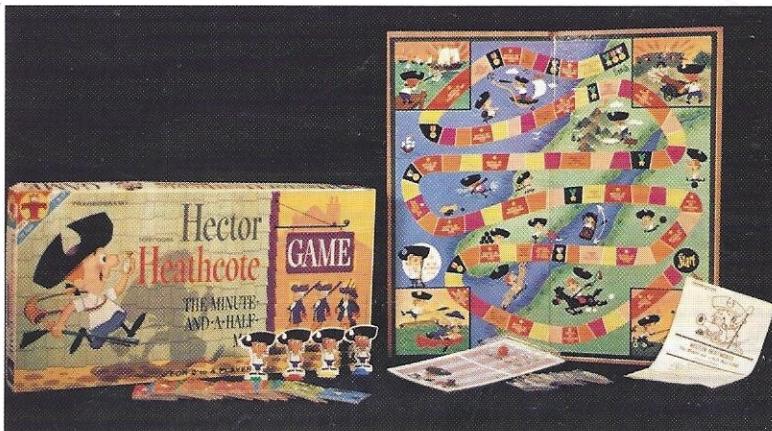


#### FELIX THE CAT

Milton Bradley 1960

Beautiful game board based on the revived animated cartoon of the famous cat and his bag of "magic tricks."

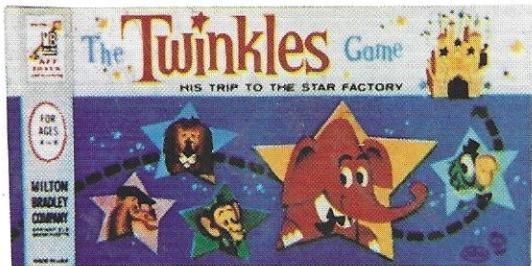
\$30 - \$40



#### HECTOR HEATHCOTE

Transogram 1963

"The Minute-And-A-Half Man." Based on the NBC Saturday morning cartoon show starring Hector, Hasimoto-San (The Japanese House Mouse), and Silly Sidney (the Absent-Minded Elephant). Game included neat Hector figural pieces as well as a "Cannon" bowling device. Magilla Gorilla made his debut on this show.



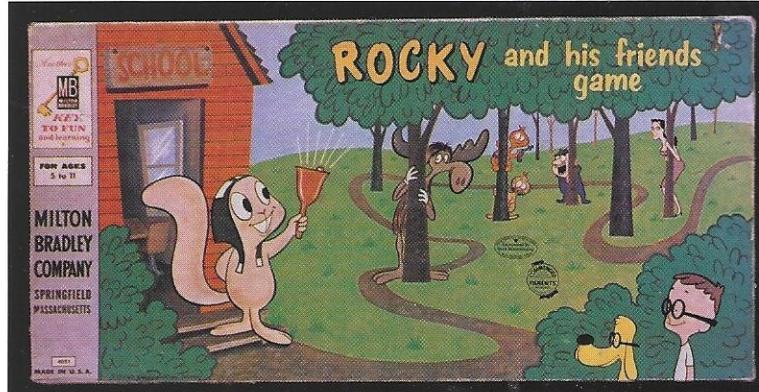
### TWINKLES GAME

Milton Bradley 1961

"His Trip to the Star Factory." Rare game based on Twinkles, the first original cereal character to have a board game.

Courtesy of Rick Polizzi

\$150 - \$175

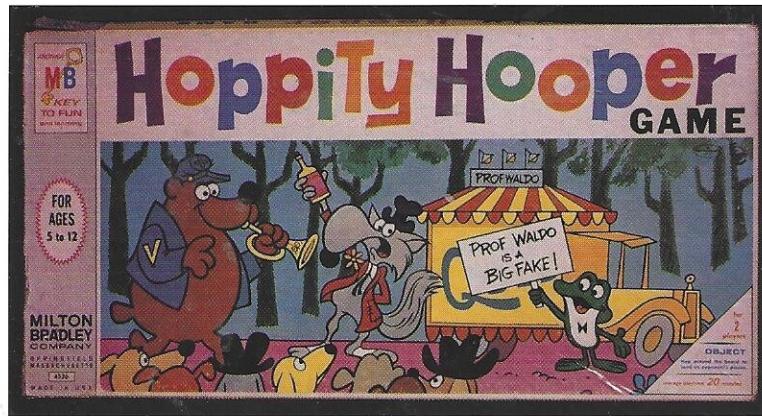


### ROCKY AND HIS FRIENDS

Milton Bradley 1960

First game based on the famous Jay Ward creations. Cover features other characters such as Sherman and Mr. Peabody, and rare shots of Gidney and Lloyd, the Moon Men.

\$75 - \$100

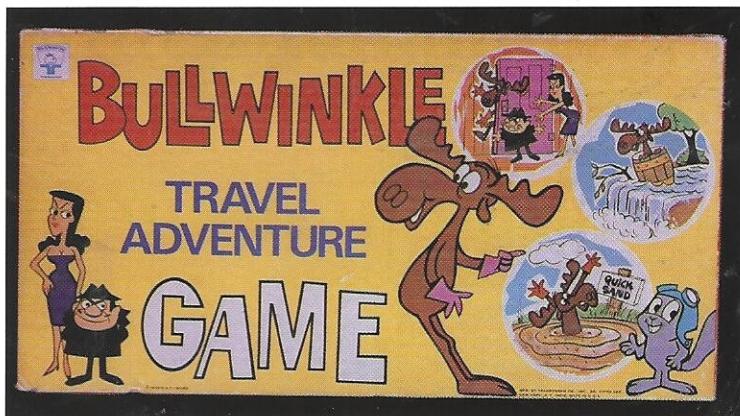


### HOPPITY HOOPER

Milton Bradley 1964

Based on the creator Jay Ward's (Rocky and Bullwinkle) TV show.

\$75 - \$95



### BULLWINKLE TRAVEL ADVENTURE

Transogram 1970

Rare game.

\$50 - \$75



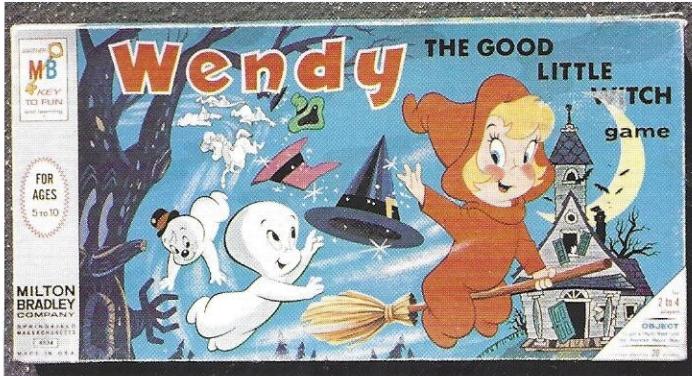
### HIGH SPIRITS WITH CALVIN AND THE COLONEL

Milton Bradley 1962

Based on the TV cartoon, which itself was based on AMOS 'N' ANDY.

This is premiere game designer Sid Sackson's first game.

\$55 - \$75

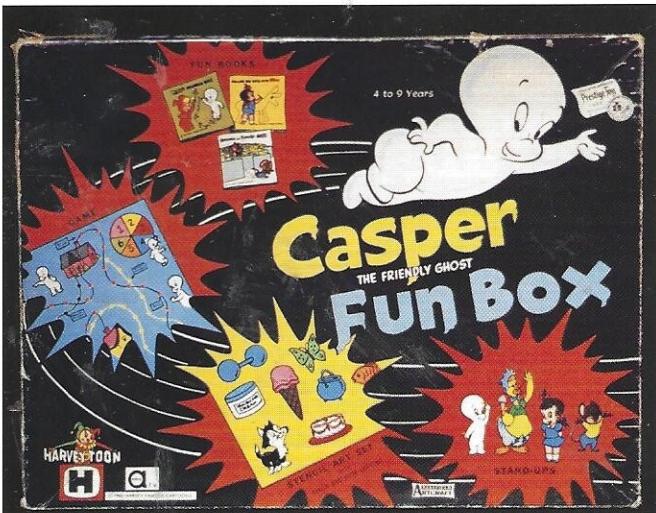


### WENDY THE GOOD LITTLE WITCH

Milton Bradley 1966

Rare companion game to CASPER (see first book). Kind of a Backgammon game in which players tried to move all four of their "witch's hats" from start to finish.

\$175 - \$200



#### CASPER THE FRIENDLY GHOST FUN BOX

Saalfeld 1966

Based on the Harveytoon animated character. This activity set included books, stand-up figures, stencil art ... and a board game, which included figural pieces of Casper and Spooky, the "tuff little ghost."

\$75 - \$100



#### DEPUTY DAWG

Milton Bradley 1960

Based on the NBC animated TV show. Deputy Dawg originally appeared in theaters.

\$55 - \$75

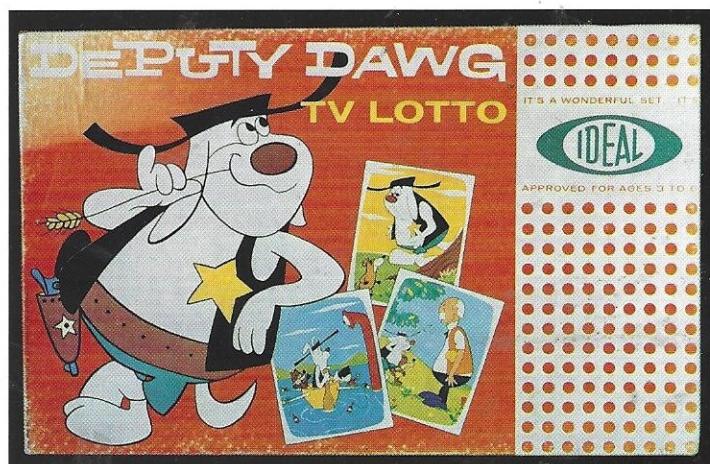


#### KING LEONARDO

Milton Bradley 1960

Based on the animated TV show starring the King and his Subjects. Cards were filled with pictures of characters from the show.

\$55 - \$75

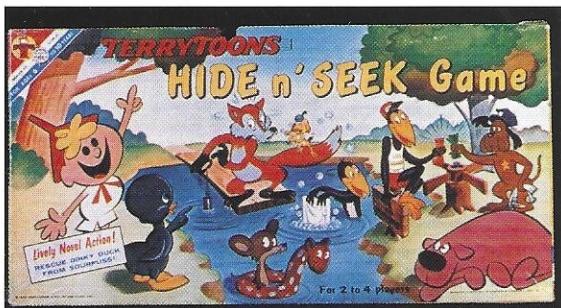


#### DEPUTY DAWG TV LOTTO

Ideal 1961

Series included TERRYTOONS TV LOTTO.

\$35 - \$45



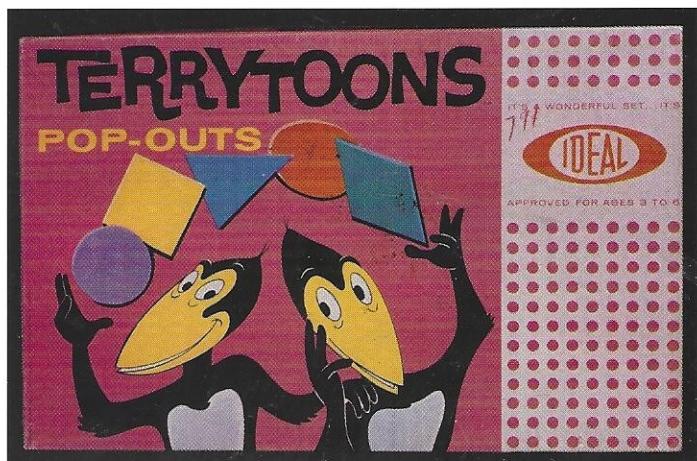
#### TERRYTOONS HIDE N' SEEK GAME

Transogram 1960

Based on the popular Terrytoon animated characters. Every obscure character you can think of is on the cover, including Tom Terrific.

Courtesy of Rick Polizzi

\$75 - \$100

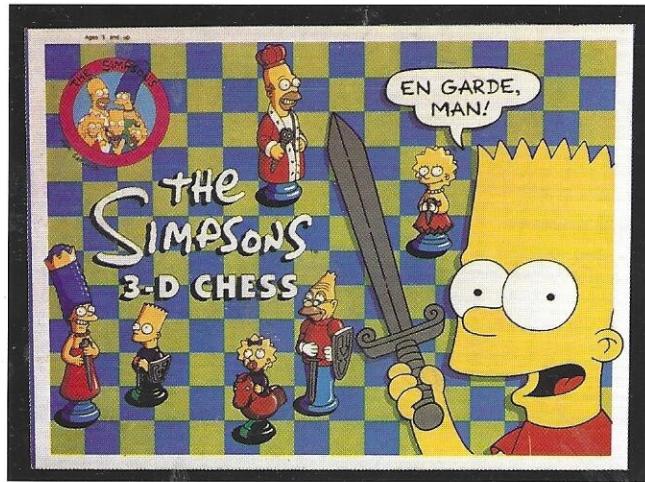


#### TERRYTOONS POP-OUTS

Ideal 1961

Bingo variant involving picture puzzles of Dinky Duck, Goose and Gander, Heckle and Jeckle, and Mighty Mouse. One of the variations allows a player to be "official spinner" during the game. Whoopee!

\$40 - \$50

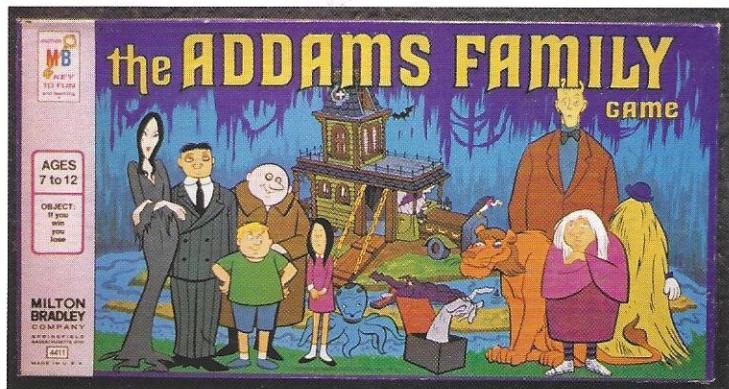


**THE SIMPSONS 3-D CHESS**

Unknown 1992

Super neat plastic figural pieces of the family.

\$35 - \$45

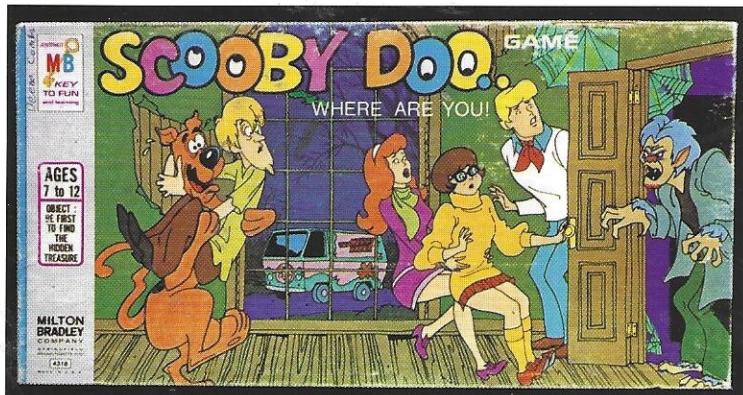


**ADDAMS FAMILY**

Milton Bradley 1974

Based on the NBC animated cartoon series, which was based on the TV show, which was based on Charles Addams' drawings.

\$30 - \$40

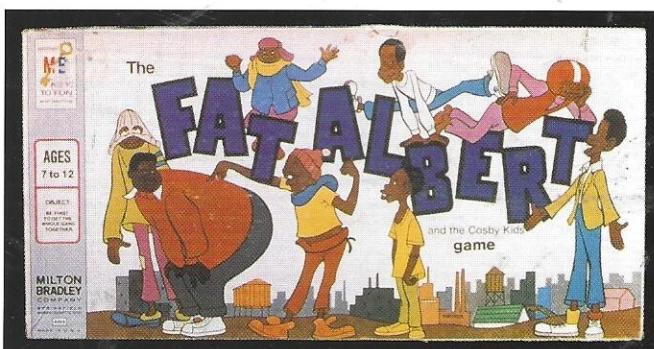


**SCOOBY DOO**

Milton Bradley 1973

"Where are you?" Based on the popular animated TV show about the cowardly Great Dane.

\$30 - \$40



**FAT ALBERT AND THE COSBY KIDS**

Milton Bradley 1973

Based on the cartoon, which was based on a comedy routine by Bill Cosby.

Courtesy of Rick Polizzi

\$25 - \$35

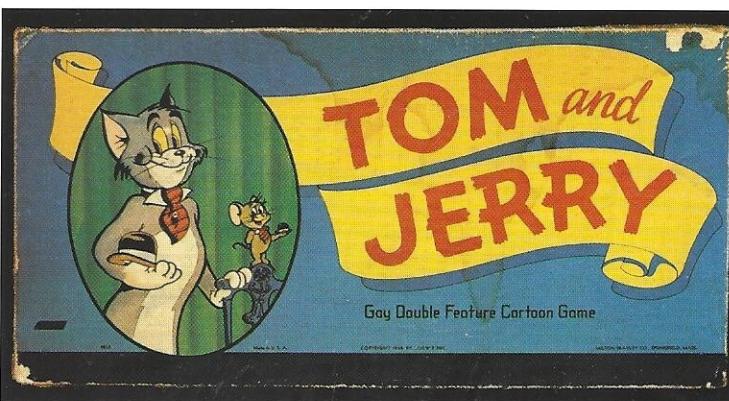


**FUNKY PHANTOM**

Milton Bradley 1971

Based on the obscure animated TV series.

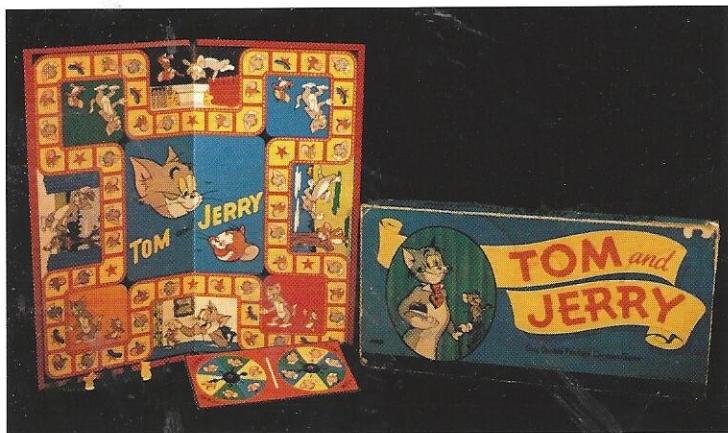
\$30 - \$40



**TOM AND JERRY**

Milton Bradley 1948

\$75 - \$100



### TOM AND JERRY

Milton Bradley 1948

"Gay Double Feature Cartoon Game." First game made about MGM's famous cartoon cat and mouse. Cute plastic mouse and cat pieces were moved by separate Tom and Jerry spinners. Beautifully drawn box cover and board. Since the duo are known for trying to kill each other in horrible ways, it's interesting to note that the game is "Psych-Tested." I guess they had different standards back then.

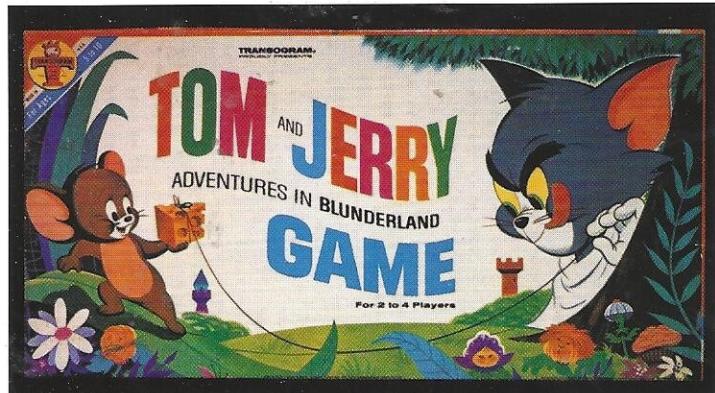


### MR. MAGOO GAME

Standard Toykraft 1964

Based on the NBC animated series.

\$55 - \$75

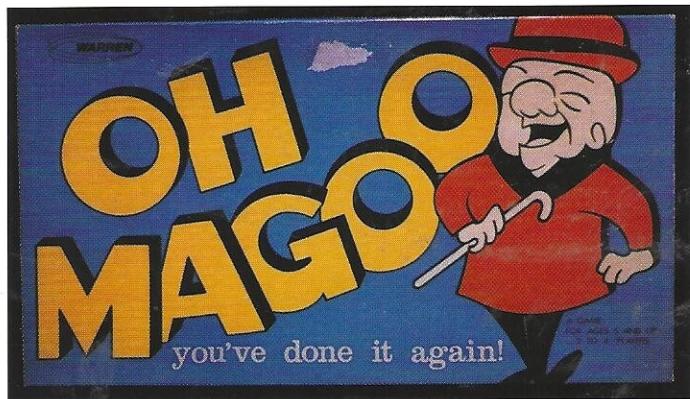


### TOM AND JERRY ADVENTURES IN BLUNDERLAND

Transogram 1965

Based on the mouse and cat's romp through a "wonderland."

\$60 - \$75

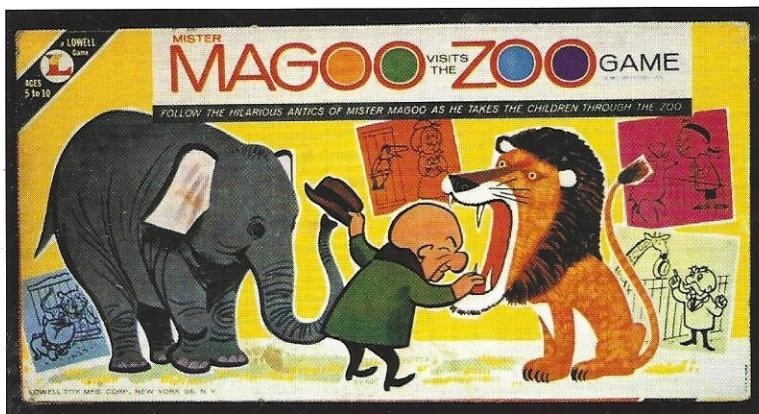


### OH MAGOO YOU'VE DONE IT AGAIN!

Warren 1978

Based on the CBS TV series.

\$25 - \$35

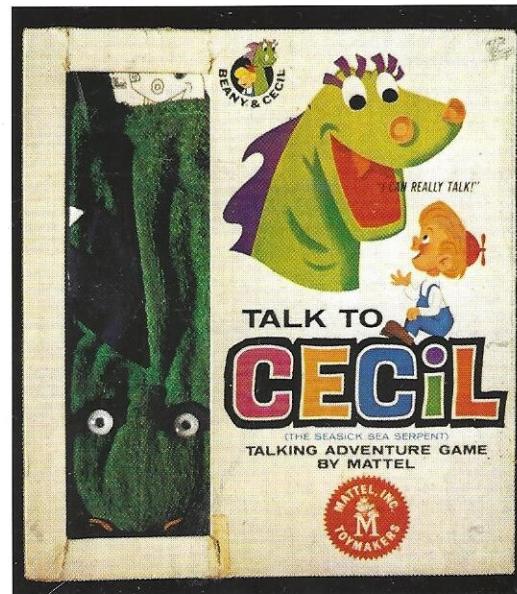


### MISTER MAGOO VISITS THE ZOO

Lowell 1961

First game based on the Jim Backus voiced theatrical cartoon character.

\$75 - \$100

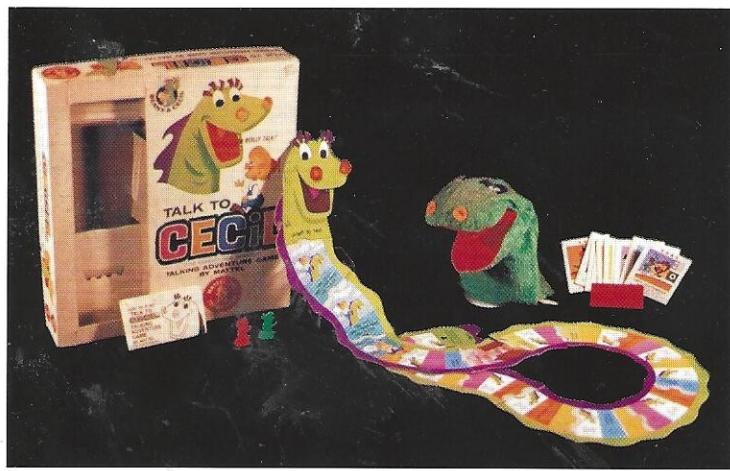


Right:

### TALK TO CECIL

Mattel 1961

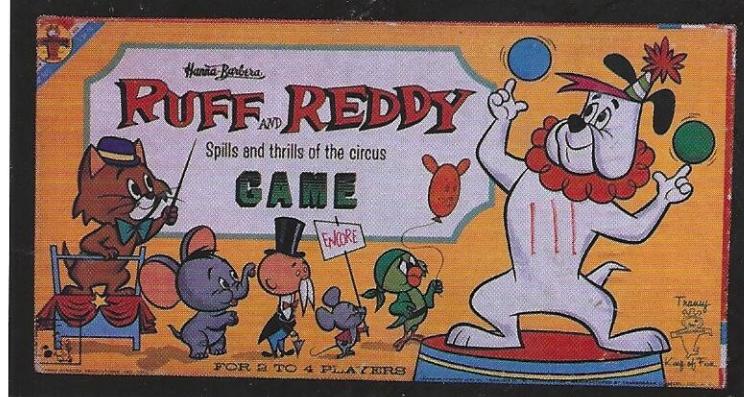
\$85 - \$110



#### TALK TO CECIL

Mattel 1961

Based on the Bob Clampett characters which first appeared on the ABC animated series *Matty's Funday Funnies*, about a boy and his sea-sick sea serpent, Cecil. The amazing game included small plastic "Beany" moving pieces, a huge Cecil "puzzle path" game board, and a Talking Cecil hand-puppet, which told players where and how to move. Others games from this time included JUMPING DJ SURPRISE ACTION GAME and BEANY AND CECIL MATCH-IT GAME (see first book).

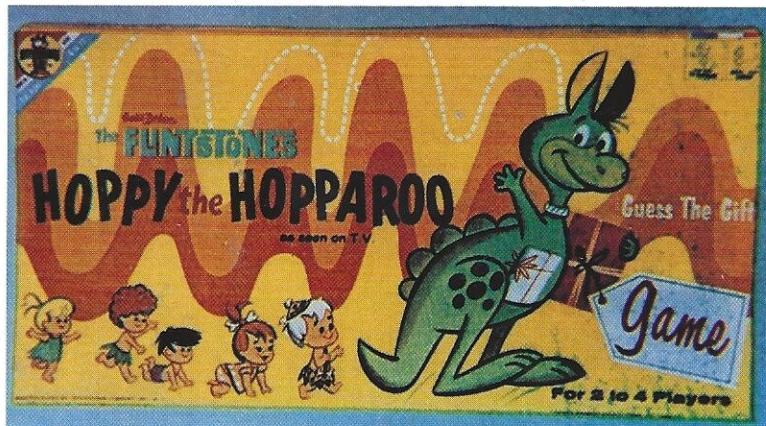


#### RUFF AND REDDY

Transogram 1962

Based on the first NBC animated series. This was Hanna-Barbera's first animated creation.

\$55 - \$75

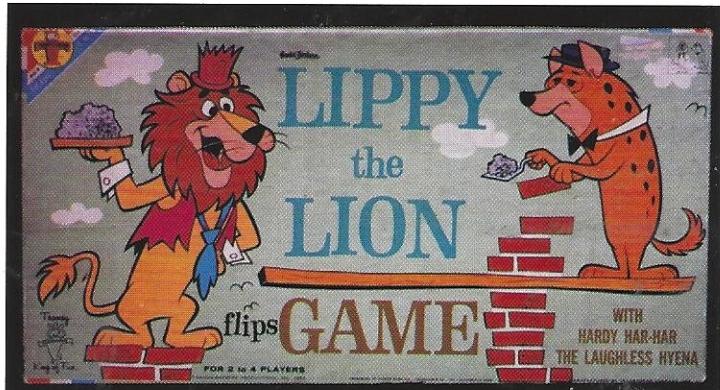


#### HOPPY THE HOPPAROO

Transogram 1965

Very scarce game based on an obscure character from *The Flintstones* animated show.

\$150 - \$200

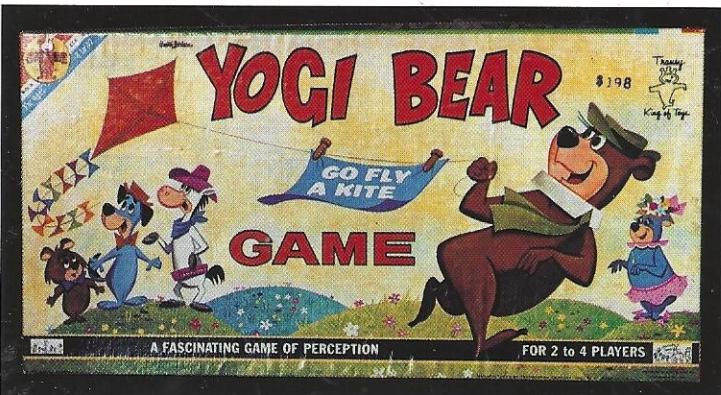


#### LIPPY THE LION FLIPS GAME

Transogram 1962

"With Hardy Har-Har the Laughless Hyena." Rare game based on TV animated show.

\$100 - \$125

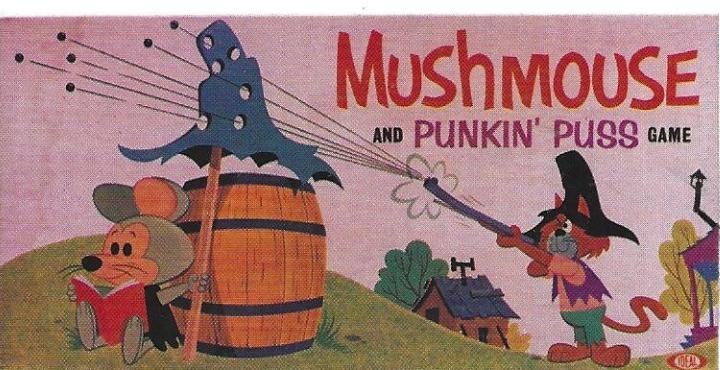


#### YOGI BEAR GO FLY A KITE GAME

Transogram 1961

"Fascinating Game of Perception." Based on the animated TV series. Cover shows scarce characters, including his girlfriend Cindy Bear.

\$75 - \$100

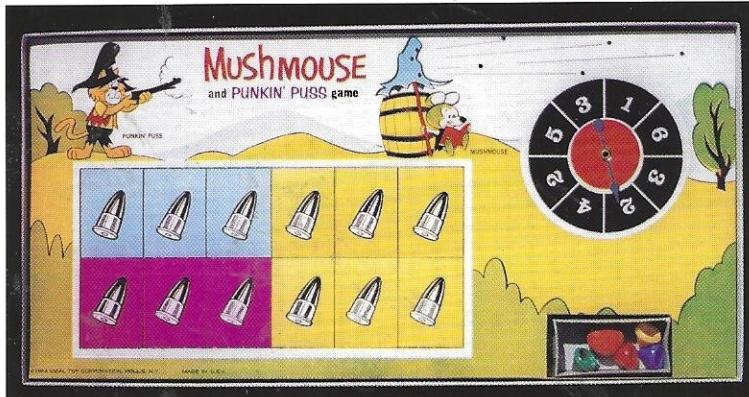


#### MUSHMOUSE AND PUNKIN' PUSS

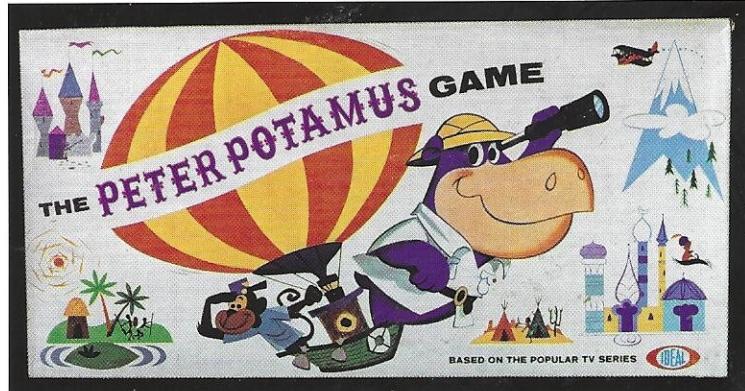
Ideal 1964

Obscure game based on animated segments that first appeared on ABC's *THE MAGILLA GORILLA SHOW*. Hillbilly feudin' game.

\$150 - \$200



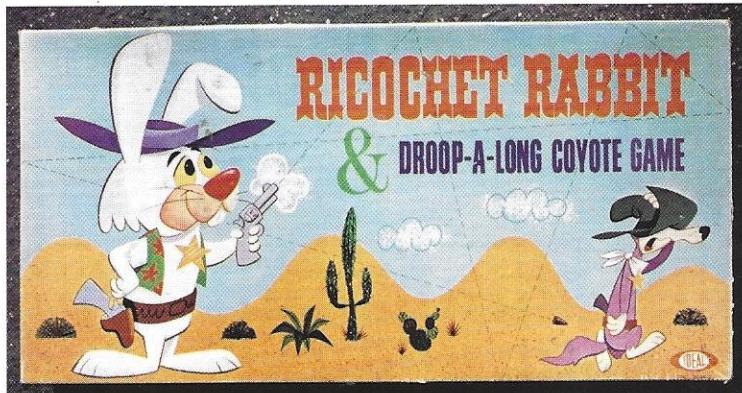
Inside of MUSHMOUSE AND PUNKIN' PUSS.



#### PETER POTAMUS

Ideal 1964

"Based on the popular TV series." Very rare game which continued the adventures of the purple hippo and his assistant So-So.  
\$300 - \$400

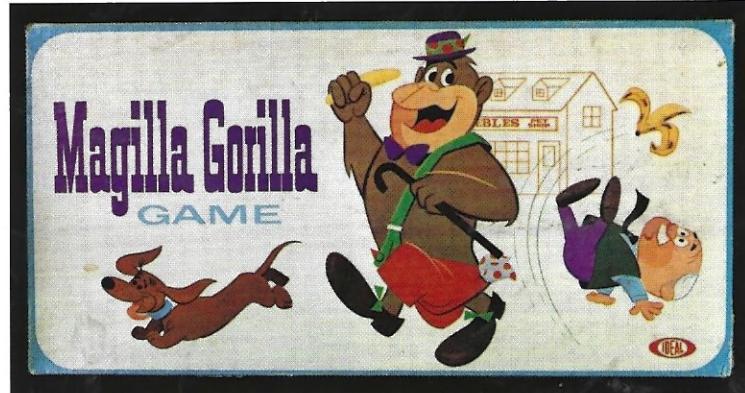


#### RICOCHET RABBIT & DROOP-A-LONG COYOTE

Ideal 1964

Another game based on animated segments that got their start on THE MAGILLA GORILLA SHOW.

\$250 - \$300

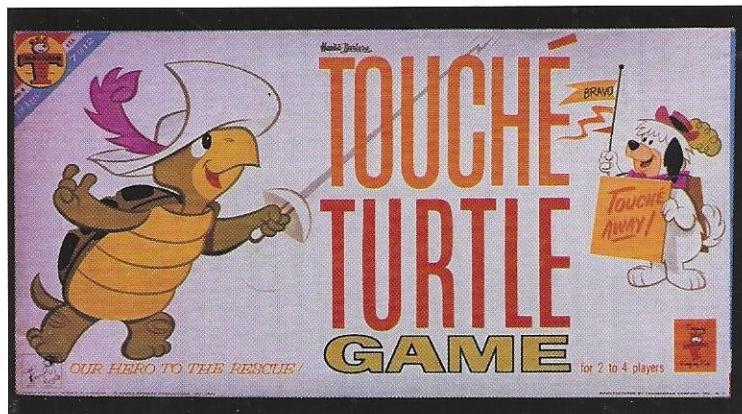


#### MAGILLA GORILLA

Ideal 1964

Based on the ABC animated TV series. Game involves players trying to escape from pet store owner Mr. Peebles.

\$250 - \$350

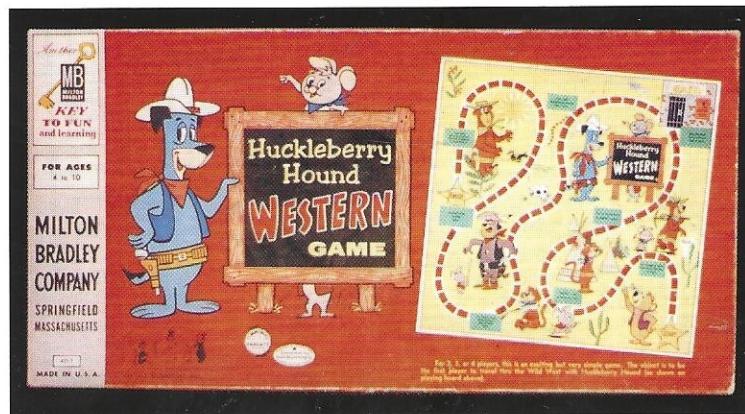


#### TOUCHÉ TURTLE

Transogram 1962

The original hero in a half-shell. Based on the animated segments first seen on the WALLY GATOR show.

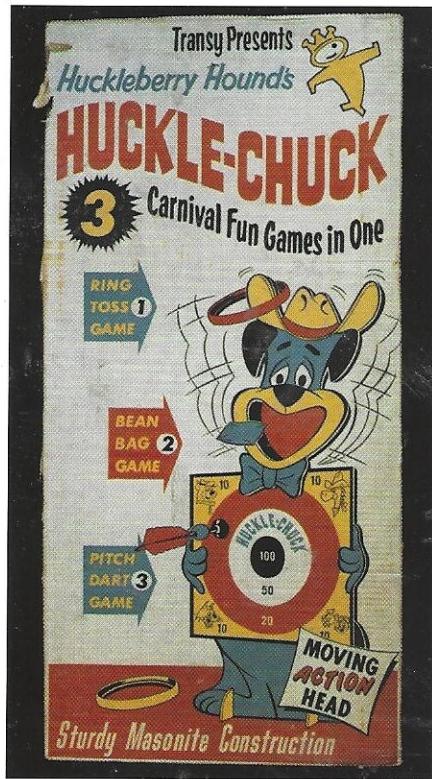
\$150 - \$200



#### HUCKLEBERRY HOUND WESTERN GAME

Milton Bradley 1959

"Exciting but simple game." Track game based on the early Hanna-Barbera animated series. Board includes graphics of other early characters, including Pixie and Dixie, Mr. Jinx, and an early Yogi Bear.  
\$35 - \$45



#### TOP CAT

Whitman 1962

Based on the ABC TV animated series (which appeared in prime time). Very rare game in which Top Cat and his cronies attempt to canvas the neighborhood, pick up items (like fish), outwit Officer Dibble, and arrive at Top Cat's trash can.

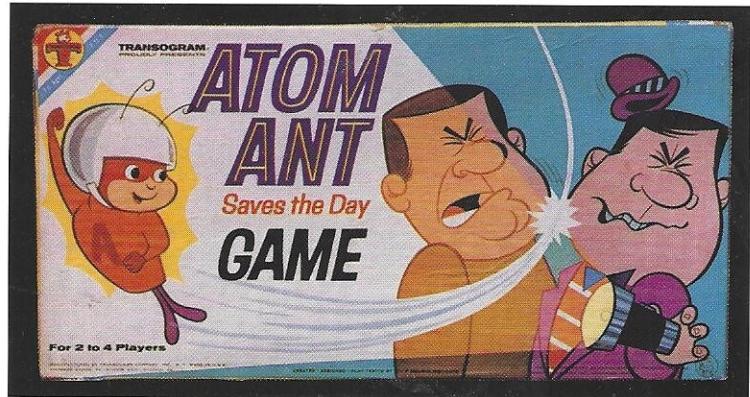
\$175 - \$225

#### Left: HUCKLE-CHUCK

Transogram 1961

Huckleberry Hound game. "3 Carnival Fun Games in One." Kids threw darts, rings, and bean bags at a large wood image of the happy hound.

\$55 - \$75

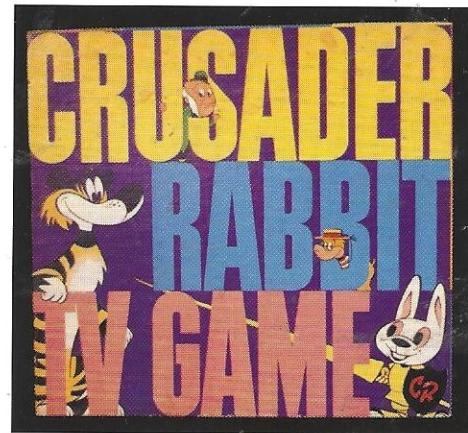
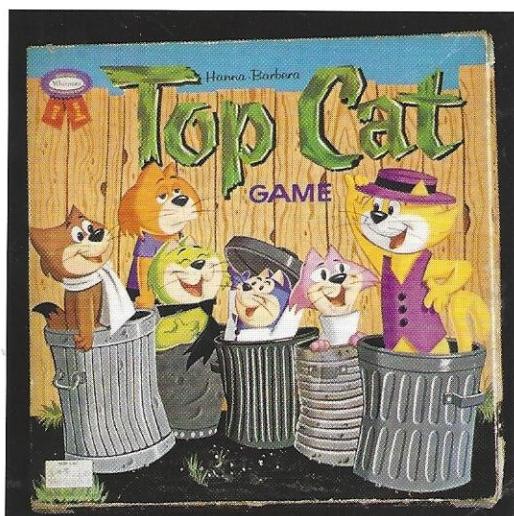


#### ATOM ANT

Transogram 1966

"Saves the Day Game." Based on the NBC animated series about the diminutive hero.

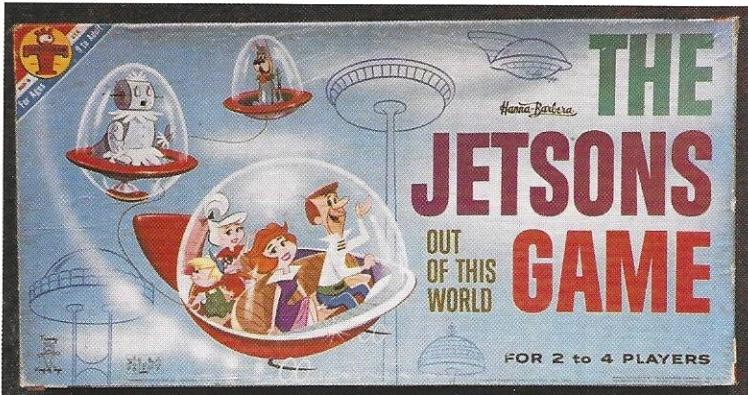
\$150 - \$200



#### CRUSADER RABBIT TV GAME

Tryne Sales 1956

\$250 - \$350



#### THE JETSONS OUT OF THIS WORLD GAME

Transogram 1962

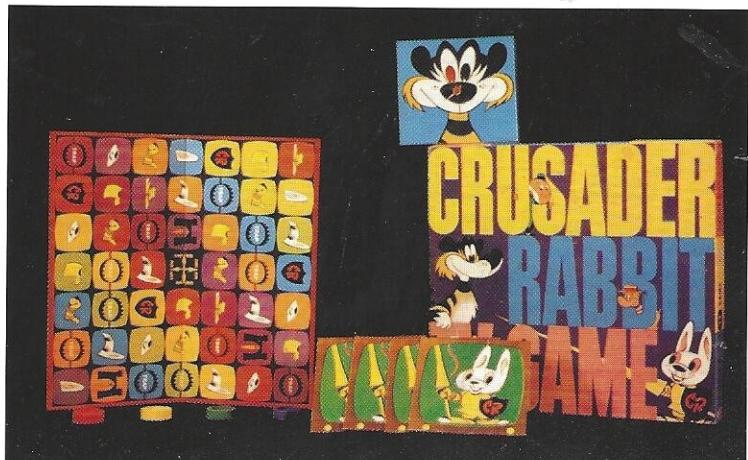
Based on the ABC prime time animated series. Playing pieces included the whole family (including Rosie the Robot), as well as plastic space ships and comets.

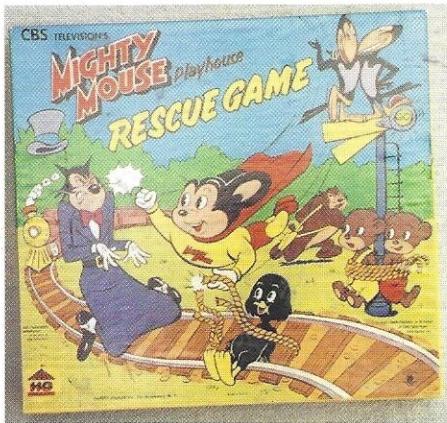
\$150 - \$200

#### CRUSADER RABBIT TV GAME

Tryne Sales 1956

Extremely rare game based on the first animated cartoon character created by Jay Ward expressly for television. Although the game is simple, and involves players hunting for pieces of a puzzle to complete a picture of Crusader Rabbit, it is well made and extremely colorful. The spinner is a portrait of Rags the tiger, and the color indicating the player's move is shown in his right eye.





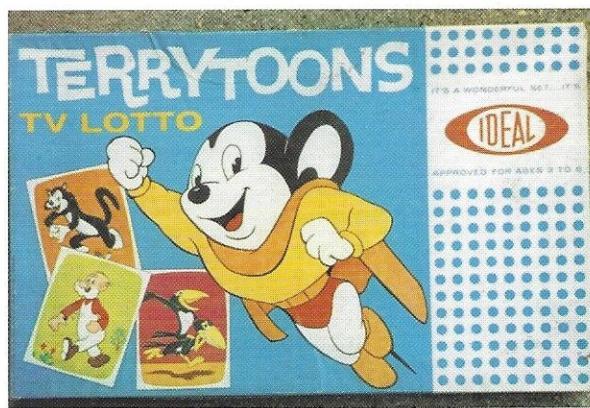
**MIGHTY MOUSE PLAYHOUSE RESCUE GAME**

Harett-Gilmar 1956

Based on the popular CBS Terrytoon animated series. Lots of characters on the box cover.

Courtesy of Jeff Lowe's ExtravAGAMEza

\$65 - \$75

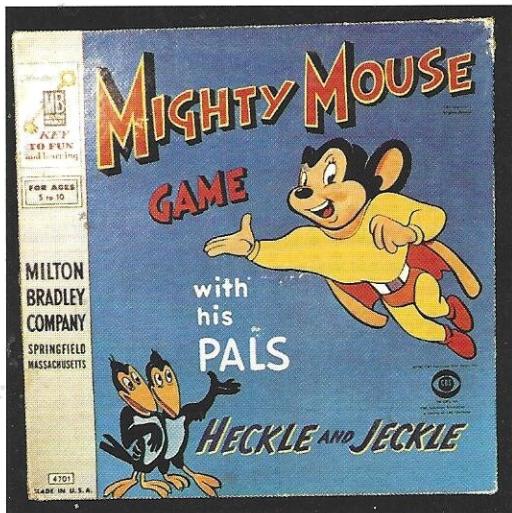


**TERRYTOONS TV LOTTO**

Ideal 1961

Courtesy of Jeff Lowe's ExtravAGAMEza

\$30 - \$45



**MIGHTY MOUSE**

Milton Bradley 1957

"With his Pals Heckle and Jeckle."

\$60 - \$75

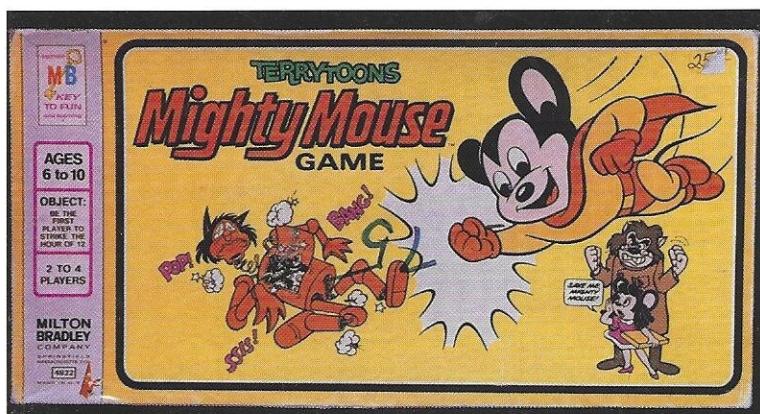


**SPACE ANGEL**

Transogram 1965

Based on the animated TV series.

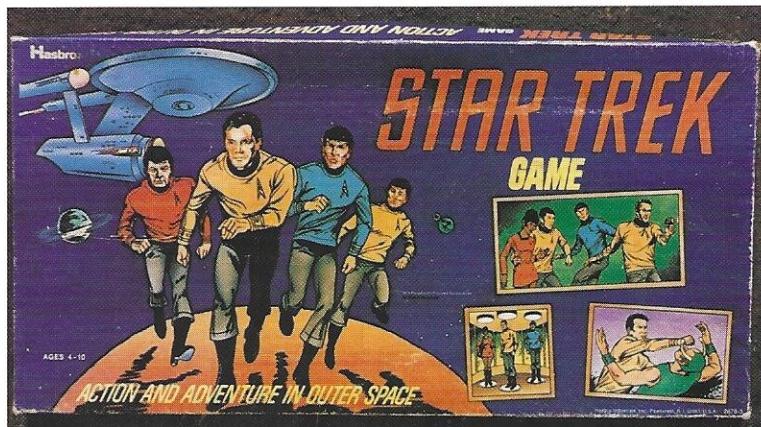
\$100 - \$150



**TERRYTOONS MIGHTY MOUSE**

Milton Bradley 1978

\$25 - \$35

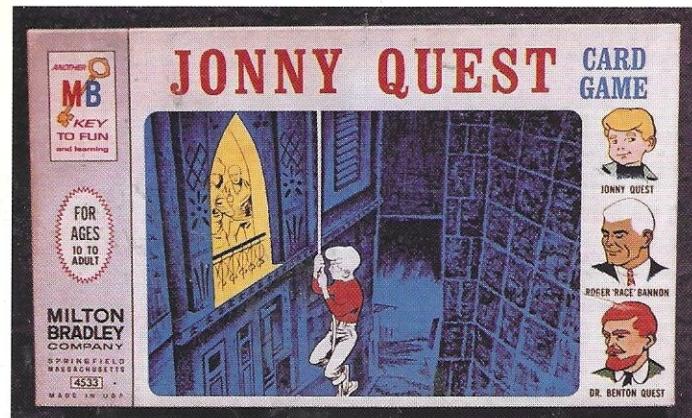


**STAR TREK**

Hasbro 1974

Based on the NBC animated series which utilized the original cast's voices.

\$50 - \$75

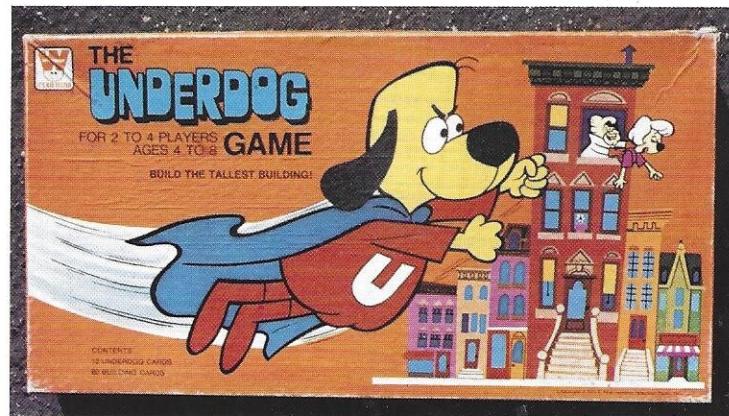


### JONNY QUEST CARD GAME

Milton Bradley 1964

Card game based on the super cool animated TV series. There is an extremely rare full size game as well (see first book).

\$100 - \$150

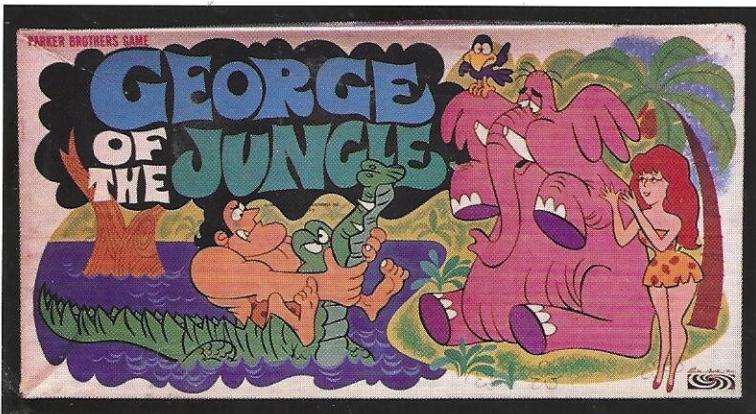


### UNDERDOG BUILD THE TALLEST BUILDING

Whitman 1973

Scarce game involving building buildings.

\$30 - \$40

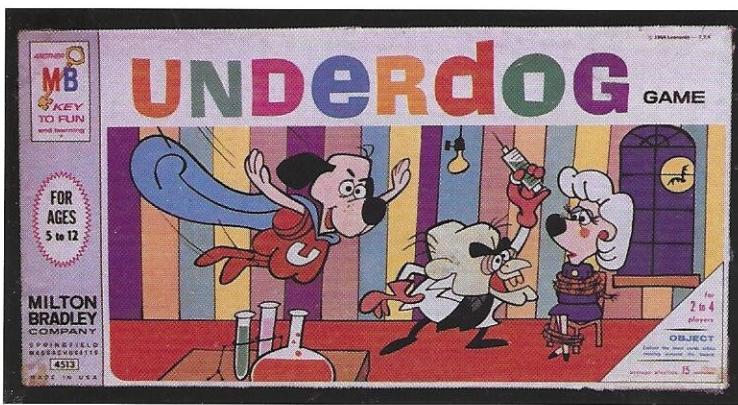


### GEORGE OF THE JUNGLE

Parker Brothers 1968

Based on Jay Ward's animated TV show. The object was to get George safely through the perils of the jungle and back to his "hut."

\$100 - \$150

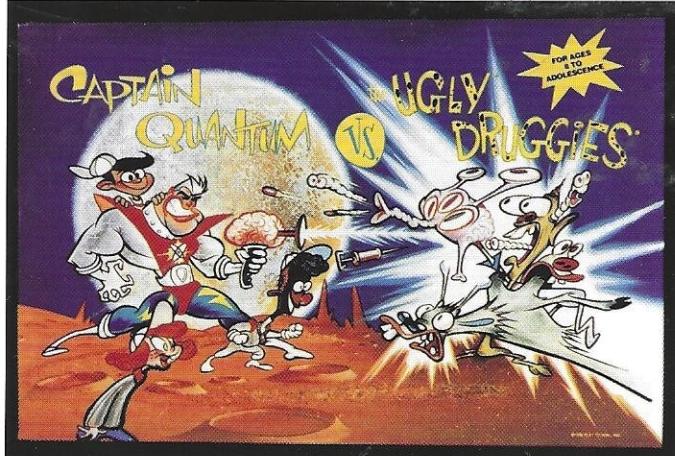


### UNDERDOG

Milton Bradley 1964

Based on the NBC animated series starring the voice of Wally Cox. Beautiful cover.

\$50 - \$75



### CAPTAIN QUANTUM VS. THE UGLY DRUGGIES

Play To Win, Inc. 1990

Public Service game from the creators of Ren and Stimpy. I was told this was a prototype for a game that was never produced. May just be a promo.

\$100 - \$150

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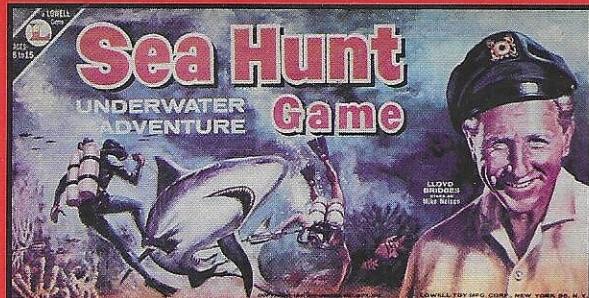
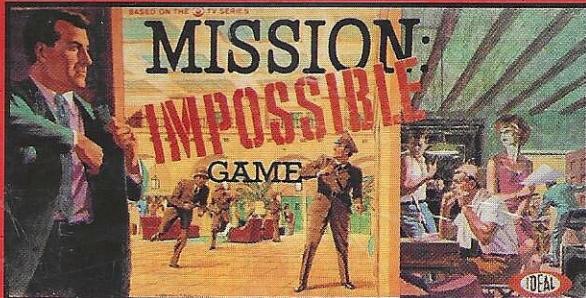
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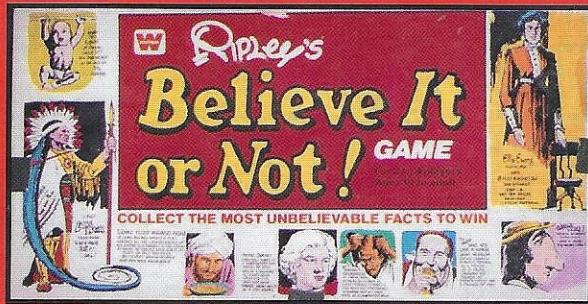
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**Board games are flat out fun!** They continue to fascinate players and collectors alike, long after their lives on toy store shelves, and their appeal is rapidly growing. Demand for games has only increased worldwide with the growth of the Internet fueling the collector market. From Monopoly to Battleship, Annie Oakley to Magilla Gorilla, this completely new book presents over 1,000 color photographs of board games, from current favorites to great classics dating back to the 1920s. It includes an informative text, vintage advertisements, and current market prices. There is a special chapter on Remco Industries, which had a small but sought after output of games in the 1950s and 1960s.

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